Demo Builder

User Manual

Demo Builder

Table of Contents

Welcome to Demo Builder

Demo Builder is a powerful Flash-based tool that allows you to create eye-catching and professionally-looking interactive presentations that do not require any programming skills.

Demo Builder's simple interface was designed with the user in mind. Taking but a few minutes to become familiar with, it provides users with everything needed to capture their activities on-screen in a running application. Further yet, it then allows one to edit the recorded material and add elements such as voice-over narration, background music, breath-taking visual effects, annotations, text, and countless other items designed to make your tutorials as efficient and effective as possible. Demo Builder also supports events for a whole new level of interaction with the viewer, that is, you may add buttons clickable by the end-users, determine the behavior of your movie, jump to markers and do much more that you can possibly imagine !

View PDF Manual

Download a fully functional version of Demo Builder free for a 15-day trial period.

Introduction

Welcome to Demo Builder

Tanida Demo Builder creates interactive demonstrations and software simulations in Flash format by taking a series of screenshots of a running application. It offers a simple, convenient and fast way to build professional flash demos/tutorials in just a few minutes - No programming knowledge required!

This guide is designed to introduce you to using Demo Builder, all of its features, functions and tools. The guidelines in this help file will take you through the features of the application and lead you through the process of creating a functional tutorial/demo.

The picture quality taken by Demo Builder is outstanding and the visual editing available lets you quickly incorporate unlimited detail in your demonstrations.

Overview   System Requirements

See also

Welcome
Create new movie
Record the screen
Movie
Scenes
Cursors
Tools
Timeline
Transformations
Interactivity
Add voice-over narration
Security
Auto
Export
Miscellaneous
Extras
FAQ
Contact

Overview

Demo Builder is a powerful tool that allows you to create professional quality demos and tutorials with no programming knowledge. There are no complicated interfaces and your demonstration or presentation can be made in a matter of minutes!

How Does Demo Builder Work?

Demo Builder works by taking a series of screenshots of a running application. It records the actions being taken on the application and so is able to demonstrate a simulation of these actions. Each screenshot taken by Demo Builder constitutes a 'Scene' that can then be edited to suit your required demo/tutorial.

Starting with Demo Builder 6, users will be able to take full-motion recordings. That is, no longer will you be limited to taking screenshots of the buttons clicked and the keys pressed in the application you are showcasing. Using this new feature you can take full-motion recordings that result in smooth, fluid demonstrations able to showcase everything from drag and drop operations, to window resizing, and real cursor movements easier than ever.

After recording a running application and the actions taken on that application, employ Demo Builder's 'Editing Window' to add specific details, annotations and visual aids to your movie with the use of 'Objects' and the manipulation of your tutorial's time sequencing.

How Easy and Flexible!

Demo Builder is extremely flexible and easy to use. The Editing tools available allow total control of the scene's behaviour and all visual aids and objects within that scene.

System Requirements

Minimum system configuration

- Windows 2000/XP/2003/Vista/7/8
- DirectX 9
- Intel P4, Intel Centrino, Intel Xeon, or Intel Core Duo (or compatible)
- 512+ MB RAM (1GB Recommended)
- 800x600 minimum screen resolution (1024x768 recommended)

See also
Overview

Create new movie

In the Start-Up Screen locate the column titled 'Create New Movie'. You have the following options :

- Blank
- Record the screen
- Import a series of images
- Import Video

Blank	Record the screen	Import Images	Import Video

See also

Welcome
Introduction
Record the screen
Movie
Scenes
Cursors
Tools
Timeline
Transformations
Interactivity
Add voice-over narration
Security
Auto
Export
Miscellaneous
Extras
FAQ
Contact

Blank

Create a movie containing a single blank scene.

1. From the Start-Up screen select '**Blank'**
2. Select your preferred size for the Movie from preset sizes or manually enter required 'Width' and 'Height'
3. Select a 'Background Color'
4. Finally, click 'OK' at the bottom of the menu

```
Create New Movie - Blank Movie                    [x]

Name        mymovie

960 x 600 - Web                            ▼

Width       960   ▲▼

Height      600   ▲▼


Background   ▌🖌 ˅


❓                    Ok        Cancel
```

See also

Home > Create new movie > Record the screen

Record the screen

Use the full motion recording method while you demonstrate your application or use the screenshot method to take a series of screen-shots of your application. »

See also

Home > Create new movie > Import Images

Import Images

Create a movie from a series of existing images on your system.

1. From the Start-Up screen select '**Import Images**' to browse for images on your disk or hard drive
2. Click '**Open**' (the folder shaped icon) to import an image into the wizard. Repeat this process for every image you need to insert into your movie.
3. The image's title and size is shown in the top left corner of the wizard.
4. The '**Remove**' button is enabled when there is at least one image selected. This is shaped as an eraser.
5. Click '**Finish**' and the new image(s) will be inserted as screenshot(s) in your movie. For each image you insert, a new scene is created in your movie.
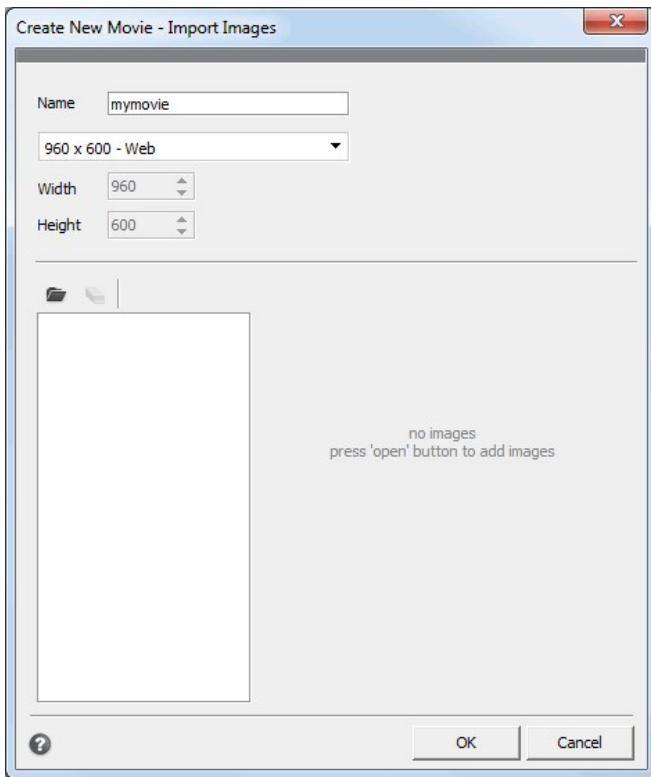
See also

Blank
Record the screen
Import Video

Import Video

Create a movie from an existing Video (avi, mpeg ...etc.) presentation.

1. From the Start-Up screen select '**Import Video**'
2. When you create a new movie by importing a Video file, it is imported as an entire scene, and not as an object that can be controlled within a scene. Select the Video file you wish to import from your hard drive by clicking the '**Browse**' button
3. Once you click the Browse button and select your file, two options will show up :
   - **Frame Rate**
     Initially, the frame rate is set to the original number of frames per second of the video file. To decrease the size of the exported SWF file, you can decrease the number of frames per second captured by Demo Builder from your video file.
   - **Import Audio**
     Check this option in order to import audio from the file
4. Click **Finish**

Create New Movie - Import Video

Name: mymovie

Custom

Width: 760

Height: 580

File Name: C:\Users\Dan Tatomir\Desktop\mymovie.wmv

☐ Import Audio

Frame Rate

30 frames per second

760x580

OK   Cancel
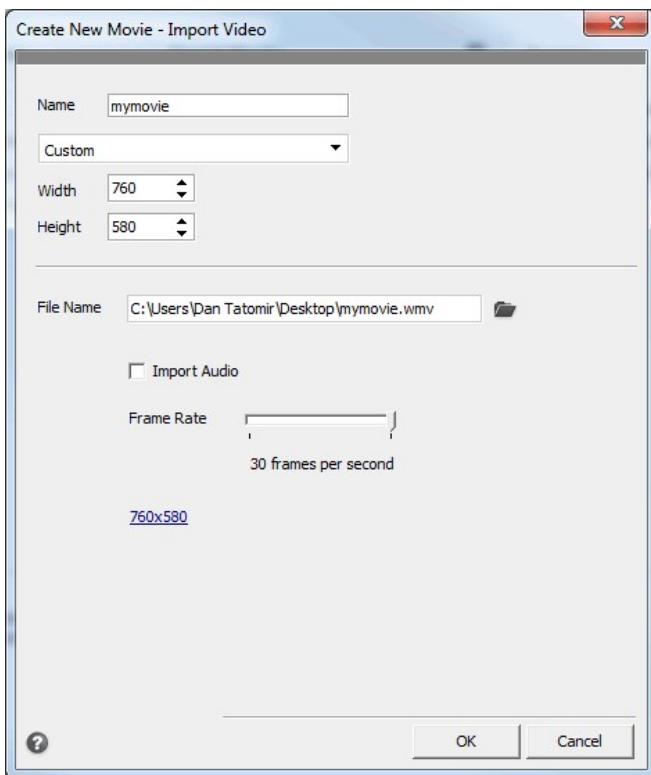
See also

Blank
Record the screen
Import Images

Record the screen

From the start-up screen select '**Record the Screen**'. Next, a 'Wizard' (see below) appears allowing you to customize your settings and start recording. Change the recording settings as necessary.

Demo Builder only captures activities within the red markings of the settings wizard. You can extend the size of the screen capture by clicking on the edges of the screen marker and manually dragging these to give your required screen capture size.

Select the recording method that best caters to your needs. Two methods are available: Take Screen Shots and Full-Motion Recording .

Similarly, you have the ability to record voice-over narration at capture time. Please note that you also have the ability add voice-over narration later, during the editing phase. For example, you may narrate the Timeline using the voice-over narration feature in the Editing Window.

1. **Record**
   Click the Record button to start taking screenshots (or activate Full-Motion Recording) of your actions on a running application. Demo builder starts recording. An icon sits on your taskbar system tray and blinks red to denote that recording is in progress.
2. **End Recording**
   To end the recording session left-click on the icon. Demo Builder will stop recording, compile and import screens-shots (or your full-motion recording), and then display the movie as a series of scenes in the Movie Window.
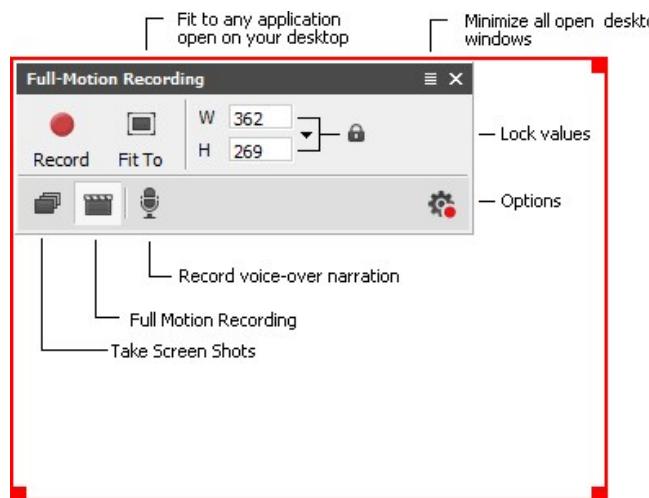
Click the Options button to change recording options.

1. **Camera sound audible during recording**
   Available only when choosing the 'Take Screen-shots' method.
2. **Insert Cursors**
   Select this option to insert cursor motion into your movie.
3. **Hide system tray icon**
   If you are recording your entire screen and do not want the Demo Builder system tray icon to display during recording, simply select this option.
4. **Hotkeys**
   You can set specific hotkeys for pausing/resuming the recording, as well as for ending the recording (in the case where you have hidden the system tray icon and cannot stop the recording by clicking on this).
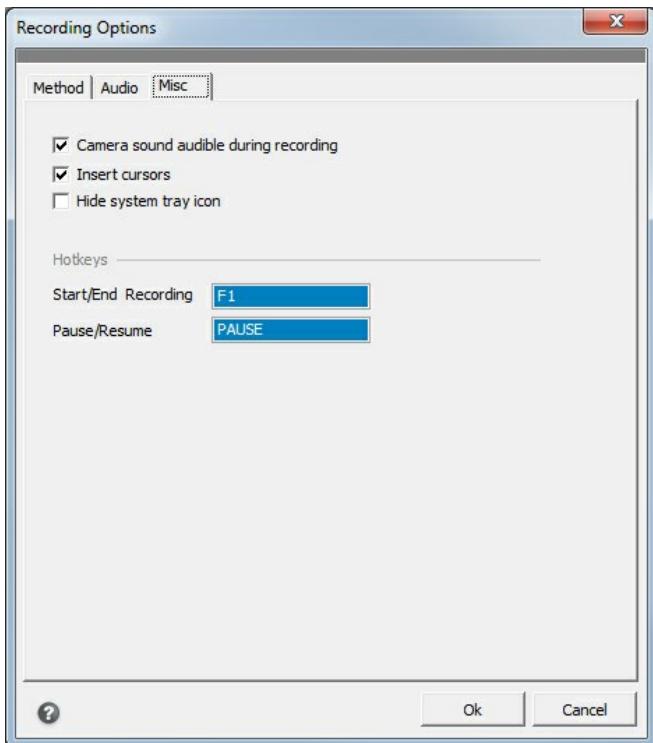
Recording Options

Method | Audio | Misc

☑ Camera sound audible during recording
☑ Insert cursors
☐ Hide system tray icon

Hotkeys

Start/End Recording   F1

Pause/Resume   PAUSE

Ok   Cancel

Take screen shots

Full-Motion Recording

Help me choose

See also

Home > Record the screen > Take screen shots

Take screen shots

Take screen-shots of a running application.

1. **Enable Auto Recording**
   When enabled, Demo Builder automatically takes screen-shots every time an action is taken using the mouse or the keyboard.
2. **Record Keystrokes**
   This option specifies whether or not to have Demo Builder take screenshots when keyboard actions are undertaken.
3. **Hotkey**
   To manually take screen-shots of an application, uncheck 'Auto-Recording', fit Demo Builder's screen capture wizard to the desired

application's window and then press '**PRINT SCREEN'** to take screen-shots.
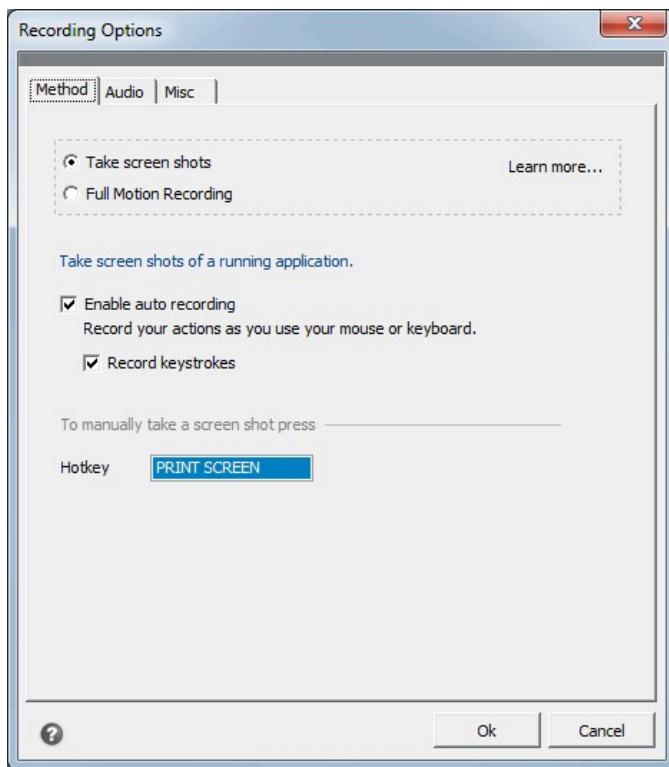
See also

Full-Motion Recording
Help me choose

Home > Record the screen > Full-Motion Recording

Full-Motion Recording

Record screen activity in full-motion video.

1. **Capture Rate**
   Set how many frames per second are to be captured, from 1 to 20. Note that although a higher frames per second rate will result in a larger file size, this will also make the playback motion smoother.
2. **Enable Auto-Mark**
   Selecting this option will automatically place Marks within the scenes during recording

   Marks are useful for:
   Jumping to a certain location within a movie/scene, Executing (or not) a certain action, Adding balloons (if the mark was added automatically during recording)

   You do not have to add marks automatically during recording, but it is an available option. You can always add (or delete) marks manually in the Editing Window, after the recording has been taken.
3. **Capture semi-transparent windows**
   Select this option if you will be recording an application or software that has semi-transparent windows. This will ensure proper recording of such windows.(i.e. 'drag and drop' demonstrations)
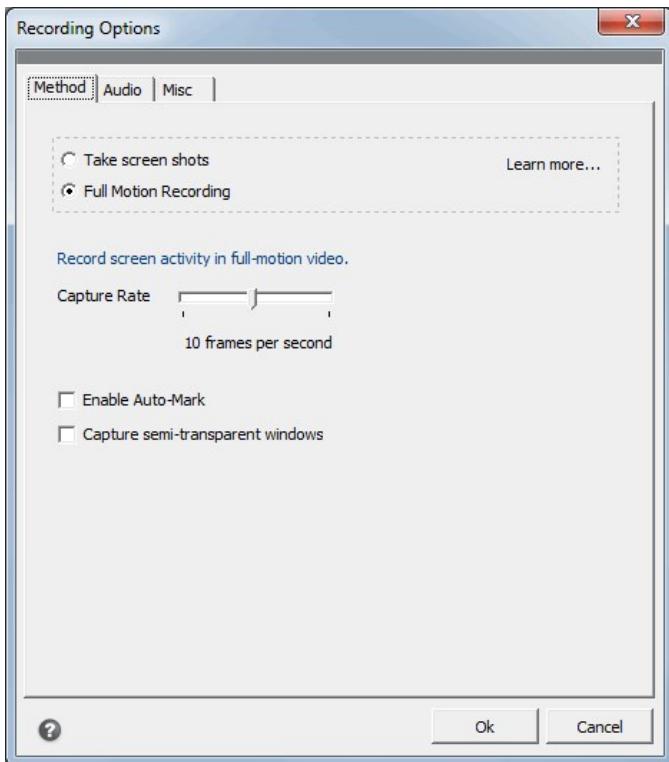
See also

Take screen shots
Help me choose

Home > Record the screen > Help me choose

Help me choose

There are two methods available to take a recording: '**Taking Screenshots'** and '**Full Motion Recording'**.

When employing the '**Taking Screenshots'** method, Demo Builder captures images only when a change occurs on the screen you are recording. You have the option of also manually forcing a screenshot, but other than that, there are relatively few screenshots needed to make a recording using this method. When you finish recording, an Editing Window appears allowing you to add notes, balloons, cursor movements and extra images to each screenshot. Each screenshot can remain open or active for as long as you need, that is, so all activity on that screenshot can be performed.

When using the '**Full Motion Recording'** method, Demo Builder continually takes screenshots at pre-set intervals (anywhere from 1 to 20 frames per second) which results in a much smoother presentation.

Full Motion Recording : Recommended for applications where changes in the screen happen quickly and for instances where you want to capture such things as drag and drop, screen resizing, animated GIFs, or even full motion movies. The result is a more fluid presentation, but the resulting file size is larger.

Taking Screenshots: Recommended for applications where full motion recording is not necessary. The screenshot method results in small file sizes that open quickly. The appearance and disappearance of all cursor movements, notes, balloons and other objects is set so that the resulting recording still relays the effect of a video presentation.

See also

Take screen shots
Full-Motion Recording

Movie

Set the following properties and options for Movie:
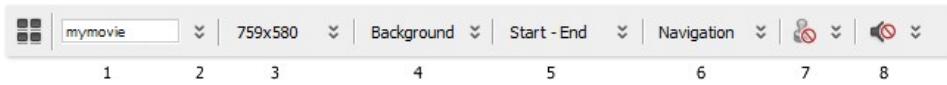
1. **Name**
   The name property allows you to specify the movie's name, its author's name, a company's name, E-mail address, website and a brief description of the demo, tutorial or movie.
2. **Info**
   Author, Company, E-Mail, Website and movie description. Your personal information will be displayed in the 'Info' box should a player bar be added to the movie

   ⊞ Learn more...

3. **Size**
   The size property allows you to specify a new size (in screen pixels) for your movie. »
4. **Background**
   Select a personal background color, gradient or wallpaper image for your movie.

   ⊞ Learn more

5. **Start-End**
   The start-end property is used to specify the load behavior of the movie and the actions to be taken at the end of the movie. »
6. **Navigation**
   Add a player bar or menu bar to your movie.
7. **Watermark**
   Add a custom watermark (or logo) to all scenes of your movie.

   ⊞ Learn more...
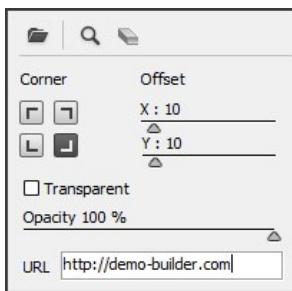
A watermark can be altered in terms of physical location, within all scenes, and opacity. You can optionally make it 'clickable' so that it hyperlinks to a webpage of your choosing.

Watermarks can be used to automatically insert a company logo, phone number, or email address in the same location across all scenes within your movie.

Use it as a branding tool, but also to protect your work from plagiarism.

8. **Background Audio**
   Add background audio effects, including voice narration, to your movie by importing existing sound files on your system or by recording new ones using Demo Builder. »

Resize your movie   Start-End   Add menu bar   Add player bar   Link your movies   Background audio

Translate your movie

See also

Home > Movie > Resize your movie

Resize your movie

Select the **Size** option from the movie properties panel in order to specify the new dimensions of your movie.

1. **Width x Height**
   Click the drop-down box and choose a preset size(Web, CD, Blog, iPhone, HD) or select the Custom menu item to enter custom dimensions.
2. **Anchor**
   Click an 'Anchor' button to specify which sides of the canvas Demo Builder should add to or delete from.
3. **Original and Design labels**
   Click on the 'Original Size' label to restore the movie to its original size(the dimensions at capture time). Click on the 'Design Size' label to set the movie's output size equal to its size during editing(this feature is only applicable when the design-time scale is less than 100%).
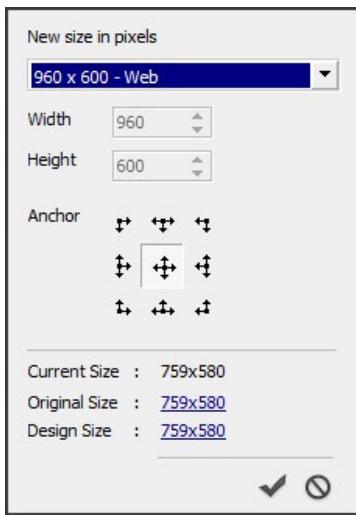
Note: By default, the **center** anchor is selected, indicating that changes to the size of the canvas are made on all sides.

See also

Start-End
Add menu bar
Add player bar
Link your movies
Background audio
Translate your movie

Home > Movie > Start-End

Start-End

The Start-End property is used to specify the load behaviour of the movie and the actions to be taken at the end of the movie.

1. **Preloader**
   Customize the image to be displayed, optionally, as the movie loads. You can also adjust the load percentage that must be reached before the movie begins playing.
2. **Show Play button**
   Add a 'Play' button at the beginning of your movie. The movie will only start playing when the 'Play' button is clicked. Without a 'Play' button, the movie will start playing as soon as it is loaded - without asking for any confirmation from the viewer.
3. **Domain Lock**
   Tick the Domain Lock check box to restrict the accessibility of a movie to a specific domain (e.g mydomain.com).
4. **Expiration Date**
   Add an expiration date to your movies so that these can't be played after a predetermined date. If users attempts to view an expired movie, they will be redirected to a webpage or displayed text explaining the situation.
5. **Ask Password**
   Add password protection to your movies. This option allows you to create movies that will ask users for a password in order to be able to view the movie.
6. **At End- Action**
   Add one of the following behaviors to the end of your movie : Stop Movie , Loop Movie, Close Movie, Go To URL, Run EXE, Go To Movie, Execute JavaScript
7. **Show Replay button**
   Add a 'Replay' button at the end of your movie by ticking this check-box.
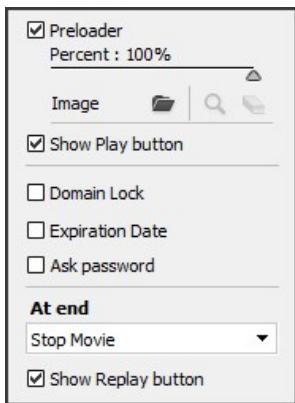
See also

Resize your movie
Add menu bar
Add player bar
Link your movies
Background audio
Translate your movie

Add menu bar

Add an interactive menu at the top of your movie to link additional content or to create a table of contents for large projects. You may add any number of menu and sub-menu items. **Menu items** are displayed across the top of the movie, while **sub-menu items** are displayed as drop-down choices below their respective parent menu item.

Each **menu item** can be renamed to suit your needs and may also have an action associated with it. You can use menu items to jump to specific locations within your movie (marks and/or scenes), jump to new movies, open a web page, run an EXE file, send an email or close the movie. The Menu Bar is therefore a handy feature for creating quick and easy links to other parts of your movie, or if you are building a large library of movies. It may also be exported and imported into any other movies you would like it added to.

See also

Resize your movie
Start-End
Add player bar
Link your movies
Background audio
Translate your movie

Add player bar

Used to control basic playback tasks such as **playing, pausing, stopping, rewinding, and forwarding**.
Its '**Seek**' feature indicates the playback progress of the movie. When the **Seek** feature is available, your end-users can drag the progress indicator to any point in the movie to start playback from there. This also shows which scene is being viewed in relation to the total number of scenes in the movie.

The Player Bar also includes an **'Audio On/Off'** button to 'mute' sound during playback, if desired, at any point. The Player Bar now also supports the following keyboard shortcuts :

Back to First Scene	**Home** key
Pause/Play	**Space** bar
Previous Scene	**Left Arrow** key
Next Scene	**Right Arrow** key
Audio On/Off	**M** key
Info	**I** key
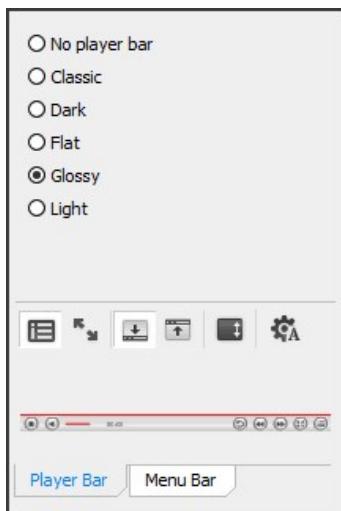
See also

Resize your movie
Start-End
Add menu bar
Link your movies
Background audio
Translate your movie

Link your movies

We strongly recommend breaking up your demonstration or tutorial into individual 'chapters' and creating separate, shorter movies for each of these instead of a single, very long tutorial. These individual movies can be 'linked' together to give the appearance of a single movie if desired.

This can be achieved as follows :

1. Open the first movie in 'Thumbnail View'.
2. From the 'Movie Properties' panel, select the '**Start - End**' button and click on the **'At end'** drop-down menu.
3. Select **Go To Movie** or **Go To UR**L from the list of available actions and then choose the next movie file (or chapter) in the sequence. (e.g. http://mydomain.com/movie2.swf or http://mydomain.com/movie2.html).
4. Repeat the above steps for each individual chapter movie file in your sequence.
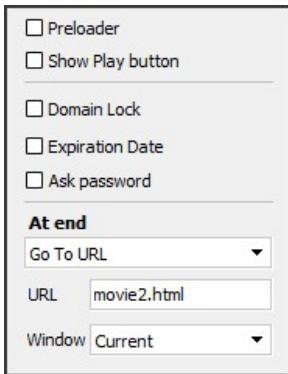
Note: This option is only available for movies exported as a Flash Movie (*.swf) or H264(*.mp4).

See also

Resize your movie
Start-End
Add menu bar
Add player bar
Background audio
Translate your movie

Background audio

Add audio effects, including voice narration, to your movie by importing existing sound files or recording new ones using Demo Builder. You can add background audio to your movie in a number of ways :

- Record voice-over narration while initially capturing your screenshots (at capture time).
- Record voice-over narration while previewing and editing your movie by selecting the 'Background Audio' button in the properties panel and then clicking on the 'Record' (+) button to record your voice-over narration.
- Likewise, you can also add background audio to your movie by Importing *.wav and *.mp3 files, either from your computer, a network drive or from Demo Builder's built-in 'Audio Collection'.

When an Audio effect is included in the movie, the background audio properties expand to include additional properties.

1. **Loop**
   Check the Loop box to have this audio clip repeat continuously throughout your movie.
2. **Fade In/Out**
   Use these to add fade effects to your background audio. The music can be faded in or out in 'short', 'medium' or 'long' modes, or you can choose 'none' to have audio play without a fade effect.
3. **Volume**
   Use this to adjust the volume of your background audio for scenes with added background audio. For example, if you insert music as the movie's background audio and then also insert voice-over narration in one of your scenes, this property allows you to lower the volume of the movie's background audio so that the voice-over is dominant during this scene.
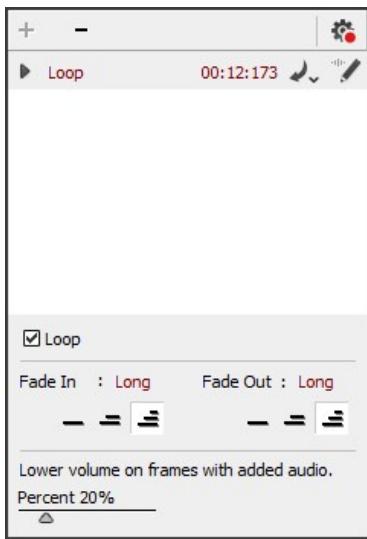
See also

Resize your movie
Start-End
Add menu bar
Add player bar
Link your movies
Translate your movie

Translate your movie

Translate your movie's text and distribute these internationally !

The **Localize Wizard** allows you to update the language of your movies for international distribution by exporting your movie's caption text (found in balloons, notes, text boxes) to a MS Word document (*.doc). Here, you translate the text in the desired language and then import it back to update your movie with the help of the 'Localize Wizard'. Start by selecting **Localize...** from the Demo Builder 'File' menu to bring up the Localize Wizard and then follow these steps :

1. Select the desired Operation - either **Export** or **Import**.
2. Enter or select the name and **location** of the export file that will contain the text to be 'localized'.
3. Open MS Word and **update the second column** of the document generated to translate your original text into the desired language.
4. **Save** the updated MS Word document.
5. Run the Localize Wizard in Demo Builder again, but this time **Import** the translated text back into your movie.
6. (Re-)Build your movie.
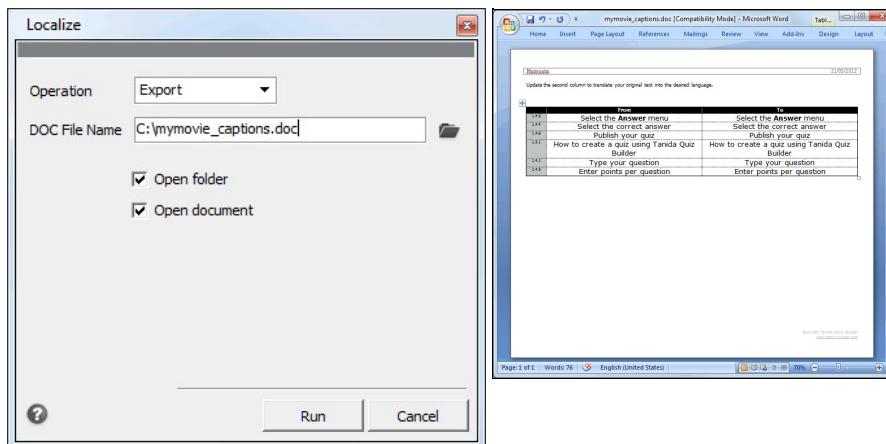
Note: Please note that Microsoft Word 2003 or later must be installed on your machine.

See also

Resize your movie
Start-End
Add menu bar
Add player bar
Link your movies
Background audio

Scenes

Set the following properties and options for Scenes :
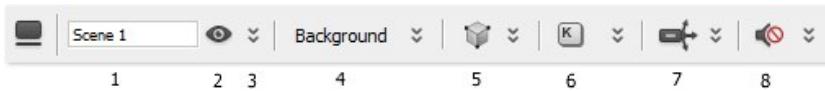
1. **Name**
   The default name for a scene is 'Scene X' ('Scene 1', 'Scene 2', 'Scene 3', and so onward), and this is visible in the name property of the movie. You can change a scene's name by deleting the default name and typing in another one. Ensure the scene is selected before attempting to change its name property.
2. **Visibility**
   If Visibility is ON, then the scene will be included in the movie when this is Previewed or Exported.
3. **Note**
   Insert desired details about your scene. These will appear only if the movie is exported as either 'Image Files' or 'Word Document' format.
4. **Background**
   Select a border, the color of this border and then customize the width and padding of this border. You may also choose to add a reflection and drop shadow effect.

   ⊞ Learn more...
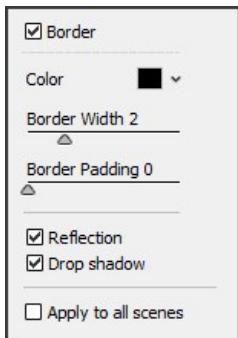
   If the image is of substantial size (eg. 1000x1000), please be aware that the reflection effect may slowdown the playback of the movie when it is exported in Flash format.

5. **Position**
   Select the scene's initial rotational angles, scale and transparency. These will be retained until a Transformation is added. These values may only be modified by moving the Playhead to the beginning of the scene and using the mouse.

   ⊞ Learn more
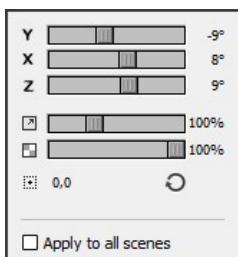
   Click the Eraser button to clear all values.
   Select 'Apply to all scenes' if you would like to retain the same values for all scenes.
   Clicking the individual labels will display a menu which offers the option to either reset the parameter or copy this parameter's value to all Transformations.

6. **Keystroke**
   This option is visible only if you created your movie using the Take screen shots method. You can enable or disable the typing sound by selecting the 'Mute' option. Also, you can choose to remove the keystroke from the scene. ≫
7. **End Of Scene Action**
   You can add the following actions at the end of a scene: Continue, Go To Scene, Go To Movie, Go To URL, Close Movie, Run EXE or Execute JavaScript. The default action is 'Continue'.

   ⊞ Learn more...
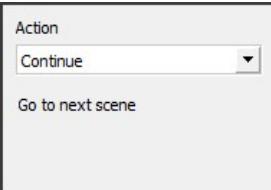
8. **Background Audio**

Add audio clips to your scene by importing existing files or recording new ones using Demo Builder.

⊞ Learn more...
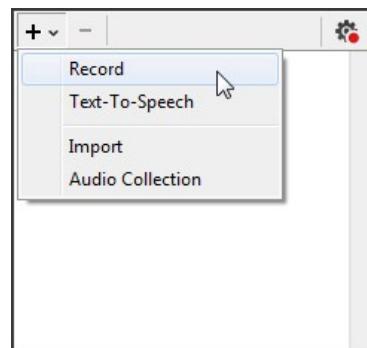
○ Click on the '+' sign to add audio or the '--' sign to remove a selected audio clip.
○ Click on the Audio Settings button (in the top right corner) to change audio settings or to select and calibrate your audio input device.
○ Each individual audio clip can be edited to your needs. To do this, click on the button next to the audio clip to be edited. The Audio Clip Editor appears.

Thumbnails View

Quick preview

Change order

Insert additional scenes

Merge multiple scenes

Split a scene

Copy/Paste - different movies

Keystroke
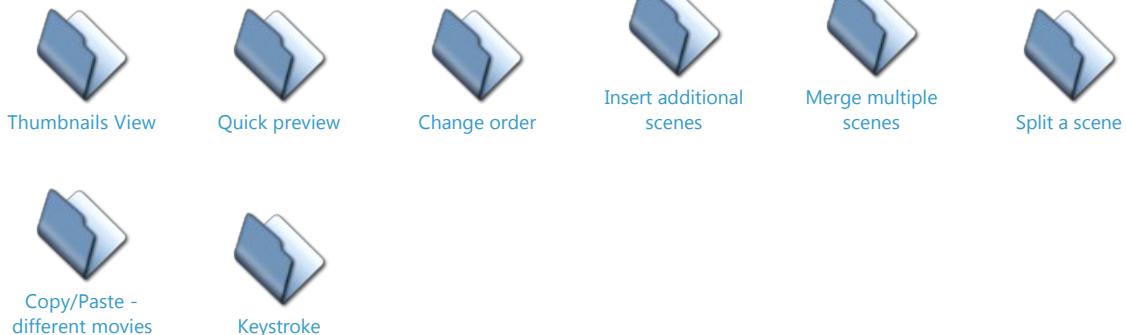
See also

Welcome
Introduction
Create new movie
Record the screen
Movie
Cursors
Tools
Timeline
Transformations
Interactivity
Add voice-over narration
Security
Auto
Export
Miscellaneous
Extras
FAQ
Contact

Home > Scenes > Thumbnails View

Thumbnails View

The 'Thumbnail View' section is the area in which all of the scenes of your movie are displayed. You may re-order, delete, duplicate or merge scenes here.
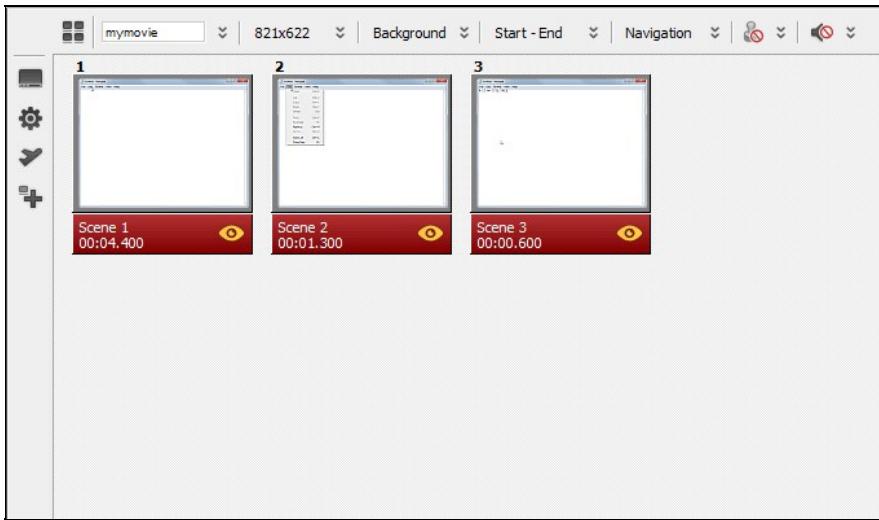
See also

Quick preview
Change order
Insert additional scenes
Merge multiple scenes
Split a scene
Copy/Paste - different movies
Keystroke

Home > Scenes > Quick preview

Quick preview

Demo Builder offers you the possibility to preview your movie. To do this, select the 'scene' item, hold down the left mouse button and drag horizontally in either direction--an action that is similar to moving the Playhead along the Timeline. When the effect is successfully triggered, a red line appears to denote the Playhead's position in the Timeline.
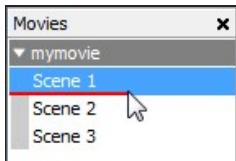
See also

Thumbnails View
Change order
Insert additional scenes
Merge multiple scenes
Split a scene
Copy/Paste - different movies
Keystroke

Home > Scenes > Change order

Change order

Below are instructions on how to change the order of the scenes in your movie.

1. Go to Thumbnail View
2. Select the scene that you want to move.
   You can select multiple scenes by holding down the CTRL key while clicking on each scene.
3. Drag the selection to a new location, as desired.
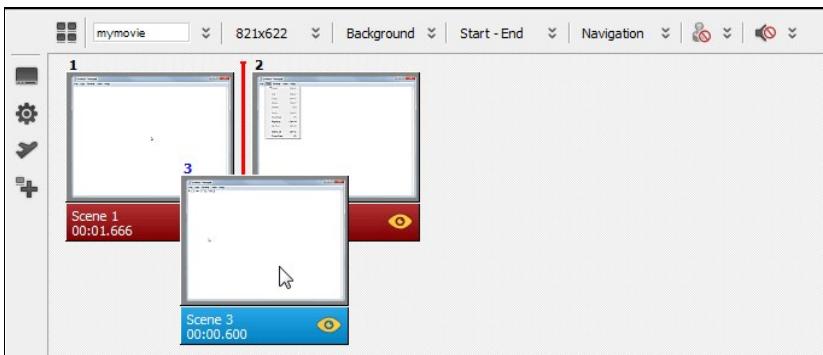
See also

Thumbnails View
Quick preview
Insert additional scenes
Merge multiple scenes
Split a scene
Copy/Paste - different movies
Keystroke

Home > Scenes > Insert additional scenes

Insert additional scenes

To add a new scene, go to Thumbnails View, click the 'Insert New Scenes' (+ sign) button and follow the steps depending on what it is you wish to do.
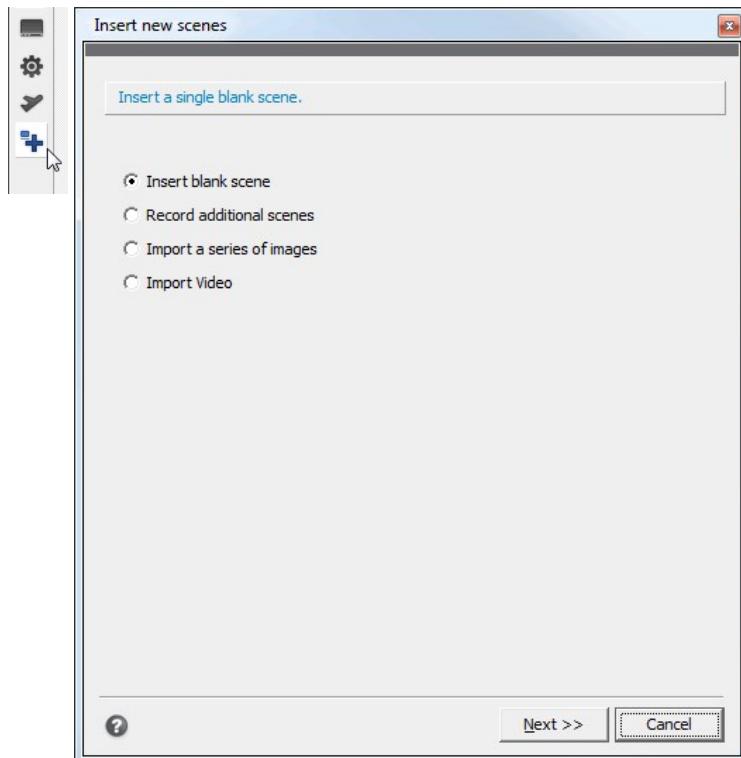
See also

Thumbnails View
Quick preview
Change order
Merge multiple scenes
Split a scene

Merge multiple scenes

You can merge multiple scenes into one scene with Demo Builder. To merge scenes together, in Thumbnail View, select all of the scenes to be merged. You can select multiple scenes by holding down the CTRL key while clicking on each scene. Once all desired scenes are selected, right-click on one of the scenes, and select "Merge" from the resulting menu. The selected scenes will be merged into one longer scene.

You cannot merge two differently sized scenes. For example, should you record a scene 800x600 in size and then also record a scene 1024x768 in size, these two scenes can't be merged. Scenes must be corresponding in size. In this case, these must be either both 800x600 or 1024x768 in size to be merged.

Note: This operation cannot be undone.

See also

Split a scene

To split a scene into two separate scenes, first drag the Playhead to the location in the Timeline where you wish the split to occur. Then right click in the Timeline area and select "Split". The existing scene will be split at precisely the location where the Playhead was located.
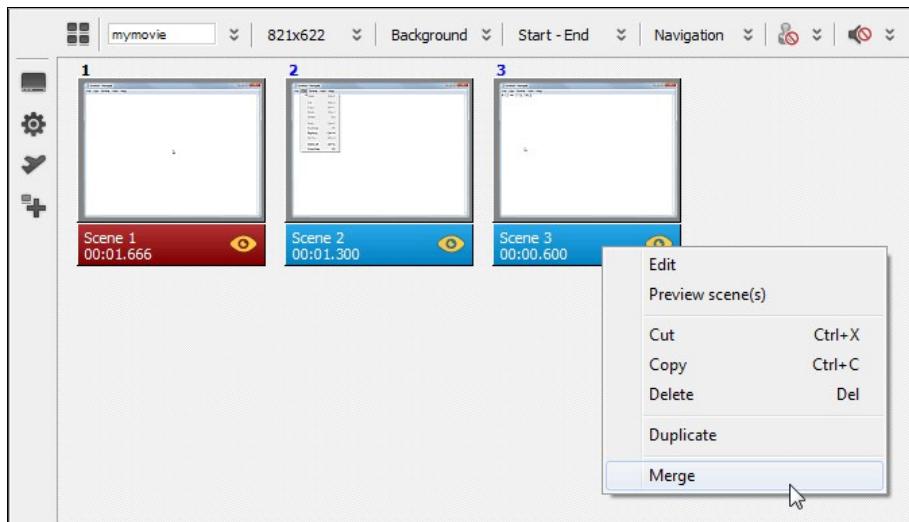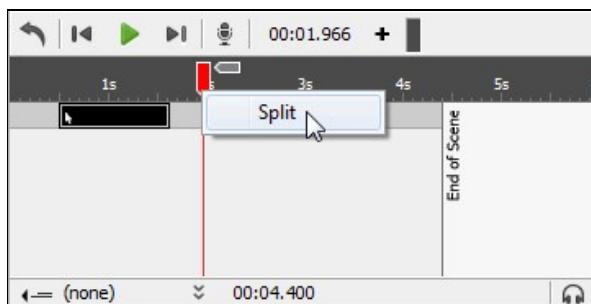
Note: This operation cannot be undone.

See also

Thumbnails View
Quick preview
Change order
Insert additional scenes
Merge multiple scenes
Copy/Paste - different movies
Keystroke

Copy/Paste - different movies

In order to copy a scene(or scenes) from one movie into another, please follow these steps :

1. Open both movies.
2. From the Thumbnail View of the source movie, right click on the scene you want to copy and select **Copy**.
   Select the destination movie from the movie panel on the left, right click in the Thumbnails area of the destination movie and select **Paste**.
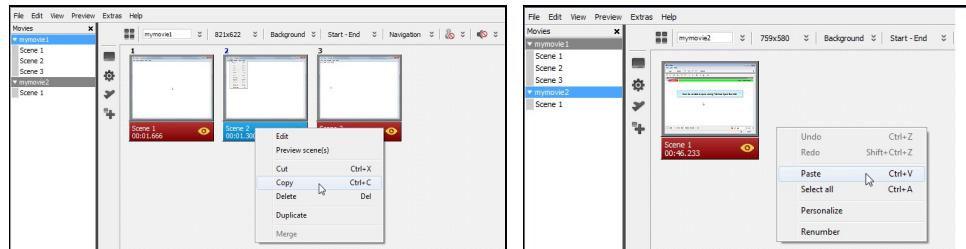
See also

Thumbnails View
Quick preview
Change order
Insert additional scenes
Merge multiple scenes
Split a scene
Keystroke

Keystroke

The Keystroke object is only visible in the Timeline and not visible in the Objects Panel of the movie's Editing Window. It represents any keyboard actions taken during movie recording and is indicated in the Timeline as a 'Keystroke'.

How to Use the Keystroke Object (an Example)

1. Open your usual text editing application (e.g. NotePad, MS Word, WordPerfect, etc.)
2. Create a new movie and fit the screen capture area to the chosen text editing application.
3. Start recording and type a few characters in the text editing application.
4. Stop recording.
5. The movie's properties should display the scenes created for your movie.
6. Double click a scene to view its properties. In the Timeline, the type object is indicated.
7. **Position**
   You can adjust the position of the type object within the Timeline by clicking, dragging and dropping it in the desired location within the Timeline.
8. **Typing Speed**
   Adjust the typing speed visible in your movie by clicking on the edge of the object and extending it to cover a longer or shorter time period as necessary.

Keystroke's property panel
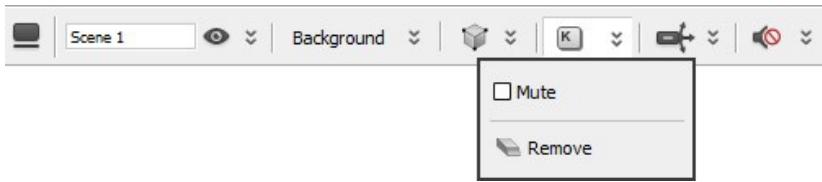
1. **Mute**
   Enable or disable the typing sound.
2. **Remove**
   Remove the keystroke from the scene. Note: This operation cannot be undone.

Note: The Keystroke's property panel is only visible when a scene is in editing mode and no other object is selected.

See also

Thumbnails View
Quick preview
Change order
Insert additional scenes
Merge multiple scenes
Split a scene
Copy/Paste - different movies

Cursors

Set the following properties and options for Cursors:

1. **Name**
The default name for a cursor object is 'Cursor X' ('Cursor 1', 'Cursor 2', 'Cursor 3', and so onward), and this is visible in the name property of the movie. You can change a cursor's name by deleting the default name and typing in another one. Ensure the cursor is selected before attempting to change its name property.

2. **Pointer**
There are several different images available to represent the cursor. Regardless of what the cursor looked like during recording, you can change it to any of the available images.

⊞ Learn more...
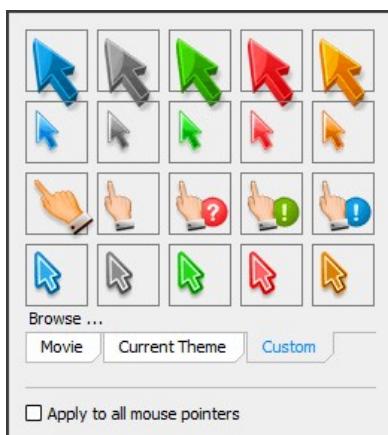
The three options for changing the cursor's symbol are:

◦ 'Movie' shows all cursor images being used within your movie.
◦ 'Current Theme' contains cursor images with a similar theme to the default cursor.
◦ 'Custom' gives you the option of selecting existing clipart from Demo Builder, or browsing and inserting an image from disk.

3. **Scale**
Change the scale of the cursor.

⊞ Learn more...
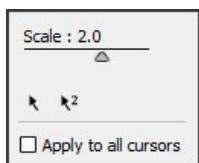
Click the leftmost cursor symbol to restore the cursor to its original size.
Click the second cursor symbol (rightmost) to double the size of the present cursor.
Check 'Apply to all cursors' to maintain the above scale for all cursors in the movie.

4. **Highlight Effect**
Draw a circle underneath the cursor symbol.

⊞ Learn more...
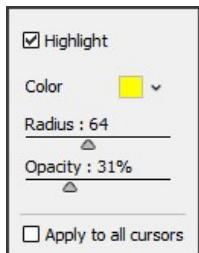
Select the checkbox to enable the highlight effect. Then you may choose a color, radius and opacity.

Check 'Apply to all cursors' to maintain the above preferences for all cursors in the movie.

5. **Cursor paths**
When you have a cursor motion in a scene, you have the option of setting that motion as a straight line, a concave arc, a convex arc, or a completely custom motion. To create a straight or arc motion, simply select the appropriate icon. However, creating a custom motion is more complex.

⊞ Learn more...
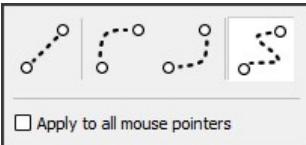
6. **Click/Double-Click effect**
Effects are used to determine the sound and visual effect made by the cursor at clicking point. These icons can either be selected (lit up) or not. If neither icon is selected, then there will be no sound effect (click or double click audio) or visual cue at the ending of the cursor path.

⊞ Learn more...
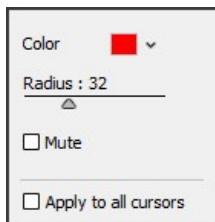
○ **Color**
Sets the color of the click/double click effect.
○ **Radius**
The size of the click/double click effect.
○ **Mute**
Disables the sound effect.

7. **Align Cursors**
There are two additional icons available, the "Cursor Align" icons. These icons align the cursor's position in one scene to another cursor's position in the following or previous scene to give consistent flow to cursor movements from scene to scene. These icons are only available if the action is possible. For example, if there is no cursor in the following scene, then there will be no "Align Forward" icon. Also, if there is no cursor in the scene prior to the current one, then there will be no "Align Backward" icon. These align icons are only available for the first and last cursors inserted in a scene.

⊞ Example...

○ Create a movie with three blank scenes.
○ Insert one cursor in Scene 1, two cursors in Scene 2 and one cursor in Scene 3.
○ Select the cursor in Scene 1 and notice that it only has one align property, the "Align Forward" icon. This is because it is located in the first scene of the movie. Since there are no scenes prior to it, there are also no cursors it can be aligned with but those ones ahead of it. Click the 'Align Forward' icon and you'll notice that the cursor's position is adjusted so that it matches up with the position of the first cursor in Scene 2.
○ When you select either the beginning or ending cursor in Scene 2, you'll notice that two align icons become available, 'Align Forward' and 'Align Backward'. This is because other cursors exist both prior to the current scene and after it.
○ In Scene 3 only the 'Align Backward' icon will appear since no scene, and thus no forward cursor to align to, exists after it.

See also
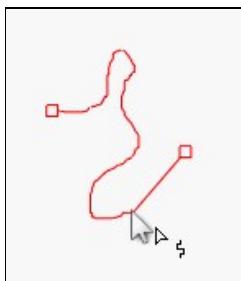
Edit cursor path

Creating a custom cursor motion:
After selecting the custom motion icon as the cursor path, you have to define exactly what that custom motion is to be. Position the playhead at the beginning of the cursor path in the Timeline. Then, click and hold the cursor in the canvas (which will be at the beginning of the cursor path), and drag it towards the ending of the cursor path, taking whatever route you wish to take (all the time holding down your left mouse button). Once you've arrived at your destination, release the mouse button. That's it! You've just set your custom cursor motion.

Editing a custom cursor motion:
If you want to change your custom cursor motion, position the playhead at the point where you want the change to occur (in the Timeline), then in the canvas, drag the cursor along some new path to the ending point. This will only change that portion of the custom path that you've redone.

Note: Be careful when selecting a cursor, in the canvas, with a custom motion. If you click on the cursor to select it while the Playhead is somewhere in the middle of the cursor motion, you will effectively erase the custom motion from the cursor to the ending point. This action can't be undone-- and thus, you will have to re-create the cursor's custom path. Always make sure to select the cursor in the Timeline, or by clicking on either its starting or ending points in the canvas. Never click in between these to select the cursor.

See also

Split/Merge cursors
Free Move and Free Resize

Home > Cursors > Split/Merge cursors

Split/Merge cursors

How to Split a cursor motion

You can easily split an existing cursor motion into two separate cursor motions. You may wish to do this if you want one motion to occur, and the have the motion stop while something else is going on in the scene, then have the cursor motion resume afterbwards. To split a cursor motion into two motions, first select a cursor motion in the Timeline. Move the playhead inside the cursor motion, to the position where you want the split to occur. Hold down the CTRL key and drag the right side of the cursor motion. It is important to drag the "middle" of the new cursor motion and not the small arrow that's at the end of the cursor motion. Doing so will split the motion, thus creating a new cursor motion.

How to Merge two cursor motions into one

To merge two cursor motions into one cursor motion, you first have to make sure the first cursor motion does not have any click or double-click event associated with it. In the Timeline, move the first cursor motion by clicking the middle of it and dragging it, until it meets up with the second cursor motion. You'll notice that the two motions will merge into one.
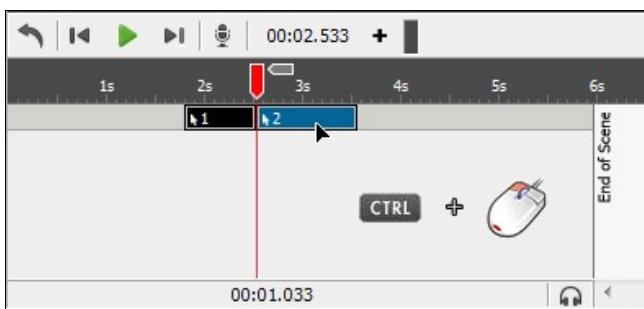
See also

Edit cursor path
Free Move and Free Resize

Home > Cursors > Free Move and Free Resize

Free Move and Free Resize

Demo Builder allows you to move or resize the cursor motion only if the cursor is always synchronized with the movie. For example, if a scene has two "changes" and you have a cursor motion in the first "change", you'll notice that you cannot move the cursor motion to overlap the start of the second "change". To "free move", simply hold down the CTRL key and drag the cursor motion. To "free resize", hold down the CTRL key and drag the small arrow cursor in the Timeline.
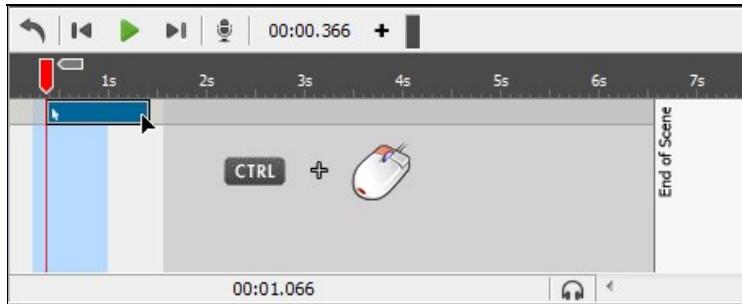
See also

Edit cursor path
Split/Merge cursors

Tools

The following 'Objects' are available and can be found in both the Tools Panel and Timeline in Demo Builder. Click on an 'Object' below to view full details.

Balloon	Note	Text	Animated Text	Rectangle	Ellipse
Image	Animation	Flash Video	Zoom Area	Blur	Hotkey

See also

Welcome
Introduction
Create new movie
Record the screen
Movie
Scenes
Cursors
Timeline
Transformations
Interactivity
Add voice-over narration
Security
Auto
Export
Miscellaneous
Extras
FAQ
Contact

Balloon

Set the following properties and options for Balloons:

1. **Name**
   The default name for a balloon is 'Balloon X' ('Balloon 1', 'Balloon 2', 'Balloon 3', and so onward), and this is visible in the name property of the object. You can change a balloon's name by deleting the default name and typing in another one. Ensure the balloon is selected before attempting to change its name property.
2. **Rotate, Scale and Location**
   Adjust the rotational angles, scale or manually change the location of the balloon on the Canvas. Rotations on the X and Y-axis are ignored when the balloon is attached to the image.
   Learn more...
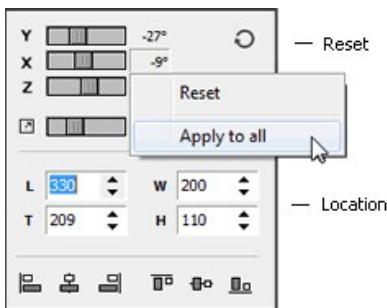
Click the Reset button to clear all values.
Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other balloons.

3. **Style**
The style property allows you to change the appearance (shape, style and color) of the Balloon tooltip. The default style is 'Classic'. A new balloon style, "Custom" has been added in version 7 which allows you to fully customize a balloon in terms of color and shape

⊞ Learn more...
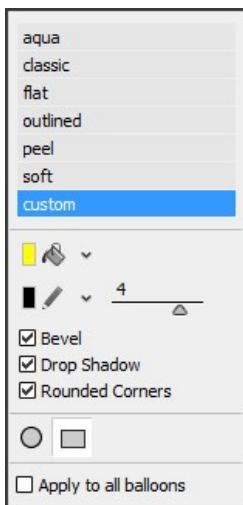
◇ **Border Color**
Determines the color for the balloon's edges
◇ **Border Width**
Changes the thickness of the balloon's edges
◇ **Fill Color**
Used to specify a color for the balloon
◇ **Bevel**
Add a 3D beveled edge to the balloon
◇ **Drop Shadow**
Visual effect consisting of drawing what looks like the shadow of an object, giving the impression that the object is raised above the objects behind it
◇ **Rounded Corners**
Use rounded corners instead of square ones
◇ **Shapes**
Either a Rectangle or a Ellipse can be employed.

4. **Click To Continue**
When this option is checked, a 'Continue' button will be placed on the balloon. The movie will be paused, allowing the viewer to read the content of the balloon and to continue playing only when this button is clicked.
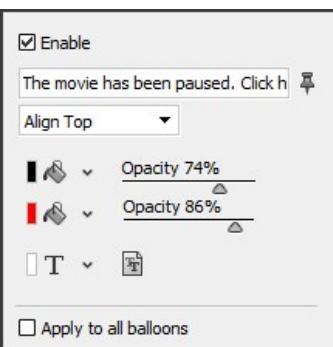
⊞ Learn more...

5. **Text**
The text property allows you to customize font, font size, font color, text alignment and also edit the text that is visible on the Balloon tooltip. Click on the 'Text' button in the property panel or double-click the body of the balloon to display the 'Text editor'. You can also check the spelling of the entered text.

6. **Text-To-Speech**
For the text to be converted into speech, select the 'Text-To-Speech' option. Note : Microsoft Text-To-Speech is not required on the computer used to view your movie.

⊞ Learn more...
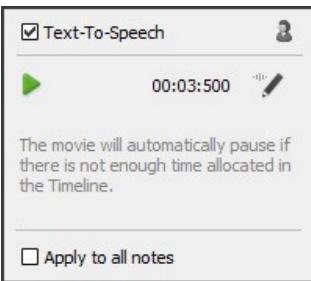
7. **Orientation**
   Clicking and spinning the 'Angle wheel' allows you to change the orientation of the balloon's tip.

See also

Note
Text
Animated Text
Rectangle
Ellipse
Image
Animation
Flash Video
Zoom Area
Blur
Hotkey

Home > Tools > Note

Note

Set the following properties and options for Notes:

1. **Name**
   The default name for a note pad is 'Note X' ('Note 1', 'Note 2', 'Note 3', and so onward), and this is visible in the name property of the object. You can change a note's name by deleting the default name and typing in another one. Ensure the note is selected before attempting to change its name property.
2. **Rotate, Scale and Location**
   Adjust the rotational angles, scale or manually change the location of the note on the Canvas. Rotations on the X and Y-axis are ignored when the note is attached to the image.
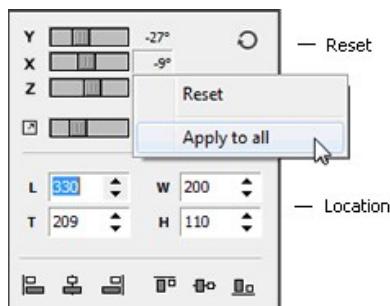
   ⊞ Learn more...

   Click the Reset button to clear all values.
   Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other notes.

3. **Style**
   The style property allows you to change the appearance (shape, style and color) of the Note Pad. The default style is 'Classic'. A new note style, "Soft" has been added in version 5.0 which provides a very smooth and professional looking note for your movies. Check the box 'Apply to all notes' at the bottom of the style properties menu to apply the chosen style to all notes in the movie.

   ⊞ Learn more...
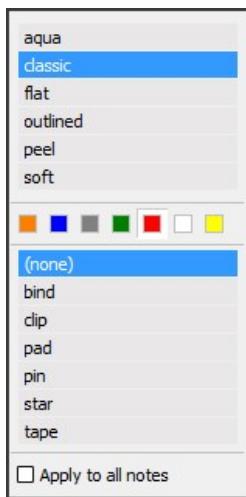
4. **Click To Continue**
   When this option is checked, a 'Continue' button will be placed on the note. The movie will be paused, allowing the viewer to read the content of the note and to continue playing only when this button is clicked.
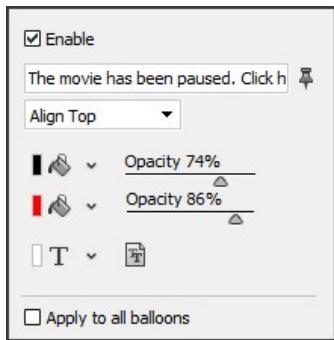
   ⊞ Learn more...

5. **Text**
   The text property allows you to customize font, font size, font color, text alignment and also edit the text that is visible on the note. Click on the 'Text' button on the property panel or double-click the body of the note to display the 'Text editor'. You can also check the spelling of the entered text.

6. **Text-To-Speech**
   For the text to be converted into speech, select the 'Text-To-Speech' option. Note : Microsoft Text-To-Speech is not required on the computer used to view your movie.

   ⊞ Learn more...
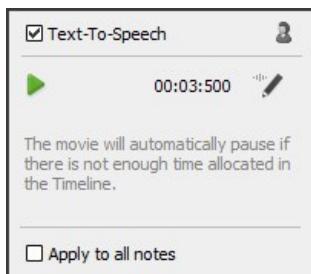
See also

Blur
Hotkey

Text

Set the following properties and options for Texts:
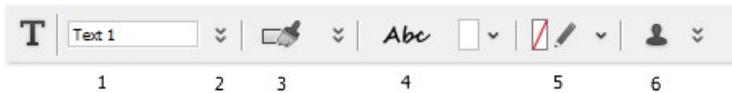
1. **Name**
The default name for a text object is 'Text X' ('Text 1', 'Text 2', 'Text 3', and so onward), and this is visible in the name property of the object. You can change a text's name by deleting the default name and typing in another one. Ensure the text is selected before attempting to change its name property.
2. **Rotate, Scale and Location**
Adjust the rotational angles, scale or manually change the location of the text on the Canvas. Rotations on the X and Y-axis are ignored when the text is attached to the image.
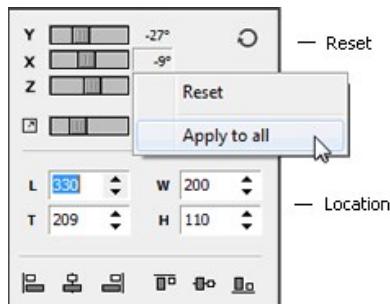
⊞ Learn more...

Click the Reset button to clear all values.
Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other texts.

3. **Style**
The style property allows you to change the appearance of the Text Area. Check the box 'Apply to all texts' at the bottom of the style properties menu to apply chosen style to all Text areas in all scenes in the movie.

⊞ Learn more...

Click on the pencil symbol to select the color of the border.
Adjust the 'Thickness' and 'Padding' sliders respectively to gain the desired effect for your text box.

Click on the top bucket symbol to select the color of the background of your text box.
Press the arrow symbol (pointing downwards) if you desire to add a vertical gradient to your textbox.

If you have chosen to add a gradient, click the bottom bucket symbol to select the color of lower portion of the text box. The color of the upper portion of the textbox will be taken from the top bucket symbol.

Adjust the opacity slider as you see fit for your new textbox.

Check the box 'Apply to all texts' at the bottom of the style properties menu to apply the chosen style to all Texts in the movie.

4. **Text**
The text property allows you to customize text formatting options such as font, font size, font color, text alignment and also edit the text that is visible in the Text area. Double-click the body of the Text Properties Menu to edit or insert a Text area. You can also check the spelling of the entered text.
5. **Outline Color**
Set the text's outline color. For best results, please use large font sizes.
6. **Text-To-Speech**
For the text to be converted into speech, select the 'Text-To-Speech' option. Note : Microsoft Text-To-Speech is not required on the computer used to view your movie.

⊞ Learn more...

See also

Animated Text

Set the following properties and options for Animated Texts:

1. **Name**
   The default name for an animated text area is 'Text Animation X' ('Text Animation 1', 'Text Animation 2', 'Text Animation 3', and so onward), and this is visible in the name property of the object. You can change an animated text's name by deleting the default name and typing in another one. Ensure the animated text is selected before attempting to change its name property.
2. **Rotate, Scale and Location**
   Adjust the rotational angles, scale or manually change the location of the animated text on the Canvas. Rotations on the X and Y-axis are ignored when the animated text is attached to the image.
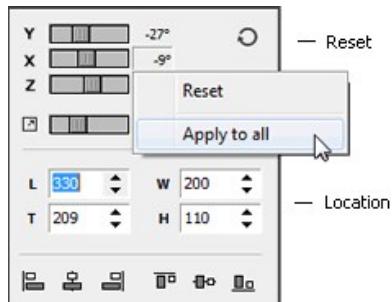
   ⊞ Learn more...

   Click the Reset button to clear all values.
   Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other animated texts.

3. **Style**
   The style property allows you to change the appearance of the Animated Text Area. Check the box 'Apply to all texts' at the bottom of the style properties menu to apply chosen style to all Animated Texts in all scenes in the movie.
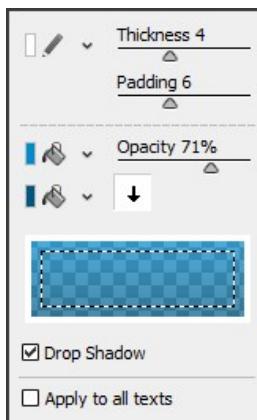
   ⊞ Learn more...

Click on the pencil symbol to select the color of the border.

Adjust the 'Thickness' and 'Padding' sliders respectively to gain the desired effect for your text box.

Click on the top bucket symbol to select the color of the background of your text box.
Press the arrow symbol (pointing downwards) if you desire to add a vertical gradient to your textbox.

If you have chosen to add a gradient, click the bottom bucket symbol to select the color of lower portion of the text box. The color of the upper portion of the textbox will be taken from the top bucket symbol.

Adjust the opacity slider as you see fit for your new textbox.

Check the box 'Apply to all text animations' at the bottom of the style properties menu to apply chosen style to all Animated Texts in the movie.

4. **Text and Effect**
The text property allows you to customize text formatting options such as font, font size, font color, text alignment and also to choose a text effect.

⊞ Text Animator Wizard...
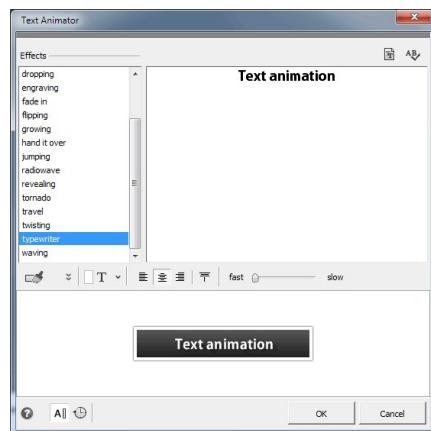
○ **Text Effect**
To apply animation effects to your Text, select the animated text effect desired from the list on the left and view a preview of the selected effect in the Text Animator Wizard's Preview Window.
○ **Text Editor**
Use the Text editor to enter your desired text.
○ **Spell Check**
Use this tool to check and correct any spelling errors in your text. When clicked, the Spelling Wizard appears if Demo Builder detects any spelling errors in your text. If Demo Builder does not detect any spelling errors, it simple confirms that spelling check is complete.
○ **Font**
To customise your font, font style and size, click on font's name and the Font Wizard appears. Change Font properties as required and click OK.
○ **Align**
Horizontally align your text to the Left, Right or Center. Vertically align your text to the Top, Middle or Bottom.
○ **Animation Speed**
Adjust the speed of your animation by sliding the speed indicator from left to right as needed. To slide the speed indicator, left-click on the triangle and drag in either direction.

See also

Balloon
Note
Text
Rectangle
Ellipse
Image
Animation
Flash Video
Zoom Area
Blur
Hotkey

Rectangle

Set the following properties and options for Rectangles:

1. **Name**

The default name for a shape object is 'Shape X' ('Shape 1', 'Shape 2', 'Shape 3', and so onward), and this is visible in the name property of the object. You can change a shape's name by deleting the default name and typing in another one. Ensure the shape is selected before attempting to change its name property.

2. **Rotate, Scale and Location**
   Adjust the rotational angles, scale or manually change the location of the rectangle on the Canvas. Rotations on the X and Y-axis are ignored when the rectangle is attached to the image.
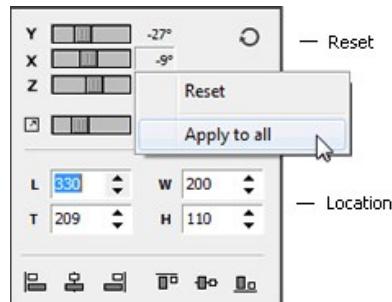
   ⊞ Learn more...

   Click the Reset button to clear all values.
   Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other rectangles.

   Note : The rectangle cannot be rotated on the Z-axis when the 'Fill outer area' option is selected.

3. **Style**
   The style property allows you to change the appearance of the Shape. For Rectangle shapes: Check the box 'Apply To all rectangles' at the bottom of the style properties menu to apply chosen style to all Rectangles in all scenes in the movie.
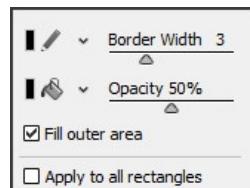
   ⊞ Learn more...

   - **Border Color**
     Determines the color for the Rectangle's edges
   - **Border Width**
     changes the thickness of the Rectangle's edges.
   - **Fill Color**
     Used to specify a color for the Rectangle.
   - **Fill Opacity**
     Adjust the transparency of the chosen color.
   - **Fill Outer Area**
     This allows you to fill the 'outside' of the rectangle with the fill color, instead of the inside of the Rectangle.

See also

Balloon
Note
Text
Animated Text
Ellipse
Image
Animation
Flash Video
Zoom Area
Blur
Hotkey

Home > Tools > Ellipse

Ellipse

Set the following properties and options for Ellipses :

1. **Name**
   The default name for a shape object is 'Shape X' ('Shape 1', 'Shape 2', 'Shape 3', and so onward), and this is visible in the name property of the object. You can change a shape's name by deleting the default name and typing in another one. Ensure the shape is selected before attempting to change its name property.
2. **Rotate, Scale and Location**
   Adjust the rotational angles, scale or manually change the location of the ellipse on the Canvas. Rotations on the X and Y-axis are ignored when the ellipse is attached to the image.
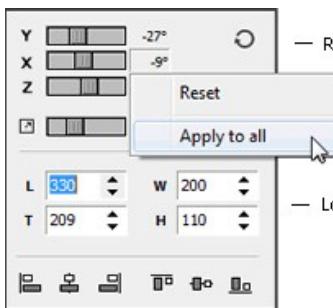
   ⊞ Learn more...

Click the Reset button to clear all values.
Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other ellipses.

Note : The ellipse cannot be rotated on the Z-axis when the 'Fill outer area' option is selected.

3. **Style**
The style property allows you to change the appearance of the Shape. For Ellipse shapes: Check the box 'Apply to all ellipses' at the bottom of the style properties menu to apply chosen style to all Ellipses in all scenes in the movie.

⊞ Learn more...
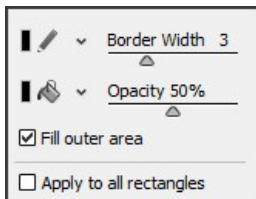
○ **Border Color**
Determines the color for the Ellipse's edges
○ **Border Width**
Change the thickness of the Ellipse's edges.
○ **Fill Color**
Used to specify a color for the Ellipse.
○ **Fill Opacity**
Adjust the transparency of the chosen color.
○ **Fill Outer Area**
It allows you to fill the 'outside' of the ellipse with the fill color, instead of the inside of the ellipse.

See also

Balloon
Note
Text
Animated Text
Rectangle
Image
Animation
Flash Video
Zoom Area
Blur
Hotkey

Image

Set the following properties and options for Images:

1. **Name**
The default name for an image object is 'Image X' ('Image 1', 'Image 2', 'Image 3', and so onward), and this is visible in the name property of the object. You can change a image's name by deleting the default name and typing in another one. Ensure the image is selected before attempting to change its name property.
2. **Rotate, Scale and Location**
Adjust the rotational angles, scale or manually change the location of the image on the Canvas. Rotations on the X and Y-axis are ignored when the image is attached to the image (scene).

⊞ Learn more...
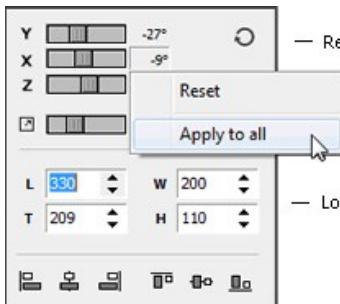
Click the Reset button to clear all values.
Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other images.

3. **Replace Image**
   The replace image icon differs depending on the method used to insert the image.
4. **Transparent**
   This property is enabled for insert options- 'From File' and 'Take Screenshot'. It is used to adjust the image's transparency.

   ⊞ Learn more...
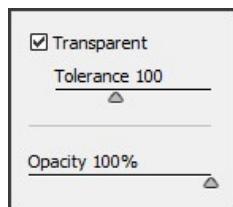
   The left-top pixel is considered a 'transparent' pixel. Checking the transparency box makes it possible to see through the image. Transparency cannot be applied to an image from cliparts, the checkbox is disabled when an image is taken from cliparts.

5. **Reset**
   To reset the image to its original size, click the 'Reset' icon.
6. **Flip and Rotate**
   The 'Flip and Rotate' property allows you to flip the image vertically or horizontally and rotate the image by angle.

See also

Balloon
Note
Text
Animated Text
Rectangle
Ellipse
Animation
Flash Video
Zoom Area
Blur
Hotkey

Home > Tools > Animation

Animation

Set the following properties and options for Animations:

1. **Name**
   The default name for an animation object is 'Animation X' ('Animation 1', 'Animation 2', 'Animation 3', and so onward), and this is visible in the name property of the object. You can change an animation's name by deleting the default name and typing in another one. Ensure the animation is selected before attempting to change its name property.
2. **Rotate, Scale and Location**
   Adjust the rotational angles, scale or manually change the location of the animation on the Canvas. Rotations on the X and Y-axis are ignored when the animation is attached to the image.
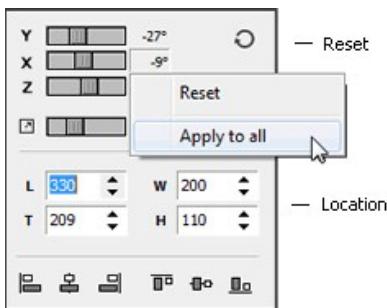
   ⊞ Learn more...

Click the Reset button to clear all values.
Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other animations.

3. **Style**
The style property allows you to choose an animation such as: rectangle, ellipse, hand and sketch. Each animation has its own effects and properties.Check the box 'Apply to all animations' at the bottom of the style properties menu to apply the chosen style to all Animation Objects in all scenes in the movie.

⊞ Learn more...
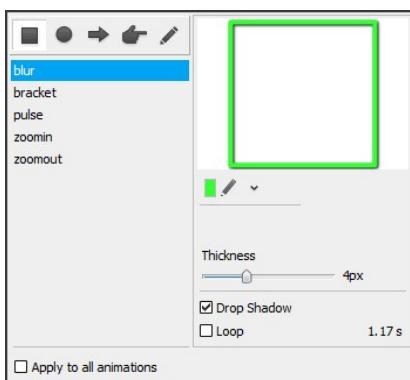
- **Category**
  Choose from rectangle, ellipse, arrow, hand and sketch.
- **Effect**
  Choose from additional options that will be shown depending on your Category's selection.
- **Color**
  Choose your preferred color for the Animation from the color palette.
- **Orientation**
  Choose the desired direction of motion for the Animation.
- **Thickness**
  Set the thickness of the border (including that of sketches).
- **Drop Shadow**
  Choose whether to add a drop shadow.
- **Loop**
  Select this option to continually replay the Animation.

Note: Depending on the Animation chosen, some options may not be available (e.g. the 'Hand' Animation object).

Create Custom Animations
You have the option to sketch your own animations. In order to sketch, select the 'Sketch' icon from the Animation's menu and then select 'custom'. Click on the 'Create' button to activate the Animation Builder which will allow you to sketch freehand any design.

⊞ Learn more...
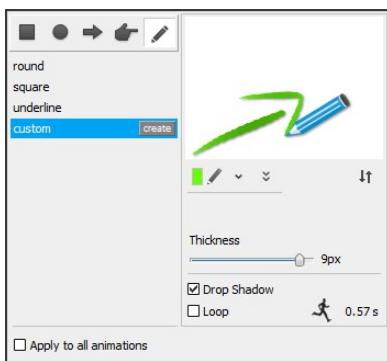
Click the 'double arrow' button in order to export or import your own animation files.

Custom Animations - Animation Builder
Animation Builder allows you to sketch your own animation simply by draging the mouse over the canvas.

⊞ Learn more...

- ○ **Color**
  Select the color of the line to be drawn.
- ○ **Tool**
  Click the small arrows located to the right of the color button to select a tool from : brush, marker, pen and pencil.
- ○ **Hide tool at end**
  Select this option to hide the tool chosen after completion of animation.
- ○ **Thickness**
  change the line's width by dragging the trackbar
- ○ **Play speed**
  Adjust the replay speed as needed.
- ○ **Undo**
  Revert to the last line drawn.
- ○ **Erase**
  Click the eraser to reset the canvas.
- ○ **Play**
  Click play to preview your animation.

4. **Reset**
   To reset the animation to its original size, click the 'Reset' icon
5. **Animation Builder Shortcut**
   Use this button to open the Animation Builder.

See also

Balloon
Note
Text
Animated Text
Rectangle
Ellipse
Image
Flash Video
Zoom Area
Blur
Hotkey

Flash Video

Set the following properties and options for Flash Videos:
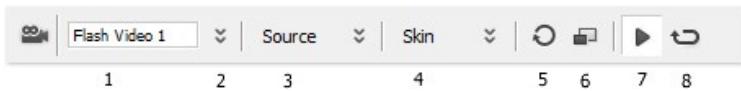
1. **Name**
   The default name for a flash video object is 'Flash Video X' ('Flash Video 1', 'Flash Video 2', 'Flash Video 3', and so onward), and this is visible in the name property of the object. You can change a flash video's name by deleting the default name and typing in another one. Ensure the flash video is selected before attempting to change its name property.
2. **Rotate, Scale and Location**
   Adjust the rotational angles, scale or manually change the location of the flash video on the Canvas. Rotations on the X and Y-axis are ignored when the flash video is attached to the image.
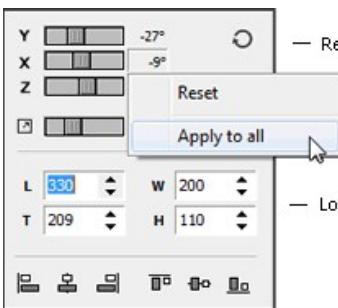
   ⊞ Learn more...

Click the Reset button to clear all values.
Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other flash videos.

3. **Source**
As with most other internet video and audio formats, Flash provides two different ways to deliver AV media from a web page: 'Progressive Download Video' and 'Streaming Video'.

⊞ Learn more...
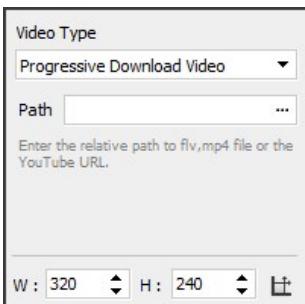
○ **Progressive Download Video**
Progressive downloading is the easiest way to display Flash Video on a web page. Although it is not as powerful and flexible as true streaming, it simulates streaming fairly well and most end-users will not know the difference. Please note that the end-user cannot jump ahead to a later part of the video until it has fully downloaded.

Path: Browse to the relative or absolute path of the FLV or MP4 file. For example: c:\path\to\video.flv OR http://domain.com/video.flv

○ **Streaming Video**
To stream Flash video you need to use a special type of server application called Flash Media Server (FMS). The Adobe Flash Media Server (FMS, formerly Flash Communication Server) is the powerhouse solution for Flash streaming. The FMS is basically a software package which runs on a normal web server and provides extra functionality for the Flash format (e.g. live streaming, chat, etc).
In technical terms, the FMS works by opening a 'persistent connection' between the server and client (end-user). In a normal server/client relationship the client sends periodic requests to the server as required. With a persistent connection the server and client are in constant, controlled contact.

URI: Enter the server name, application name, and instance name . For example, rtmp://server/app/instance. Stream: Enter the stream name.

In the 'Width'/'Height' box, specify the width/height of the Flash Video. Click 'Detect Size' if you want to detect the original size of the FLV or MP4 file.

Starting with version 9.3, YouTube videos can be played within your Demo Builder movie. To do so, select 'Progressive Download' then enter the URL to your desired YouTube video.
e.g. In the Path field, enter : http://www.youtube.com/watch?v=ynR8nz4Xl_s

4. **Skin**
Select the skin you want to use in your video. 'Skin' refers to the way the video playbar appears within your movie.
5. **Reset to original size**
To reset to the size of the original Flash Video, click this button.
6. **Maintain aspect ratio**
To preserve the aspect ratio of the original Flash Video, click this button.
7. **Auto-Play**
Start playing the video file automatically.
8. **Auto-Rewind**
Automatically rewind the video at the end.

See also

Balloon
Note
Text
Animated Text
Rectangle
Ellipse
Image
Animation
Zoom Area
Blur
Hotkey

Zoom Area

Set the following properties and options for Zoom Areas:

1. **Name**
   The default name for a zoom area object is 'Zoom Area X' ('Zoom Area 1', 'Zoom Area 2', 'Zoom Area 3', and so onward), and this is visible in the name property of the object. You can change a zoom area's name by deleting the default name and typing in another one. Ensure the zoom area is selected before attempting to change its name property.

2. **Rotate, Scale and Location**
   Adjust the rotational angles, scale or manually change the location of the zoom area on the Canvas. Rotations on the X and Y-axis are ignored when the zoom area is attached to the image.
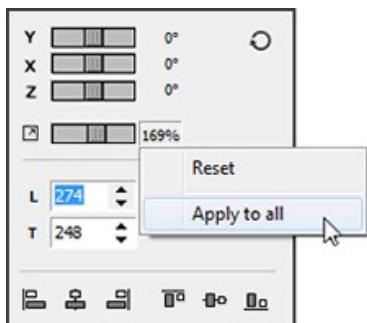
   Click the Reset button to clear all values.
   Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other zoom areas.

3. **Source**
   Select the area of the scene that you want to magnify.
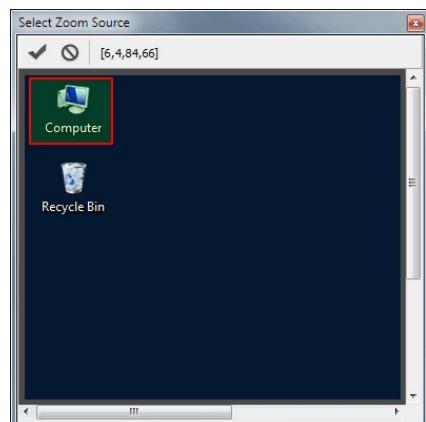
   Select or resize the source rectangle using the mouse or keyboard.
   CTRL + Arrows - to move selection
   SHIFT+ Arrows - to resize selection

4. **Style**
   Set the properties for a zoom destination area. You can draw a border around the zoom area, dim the background, apply a glow effect or cover the source rectangle.

   Learn more...

Border - Color and Width
Dim Background - Color and Opacity
Glow Effect - Color
Cover - Encircles your source area in the colour of your choosing.
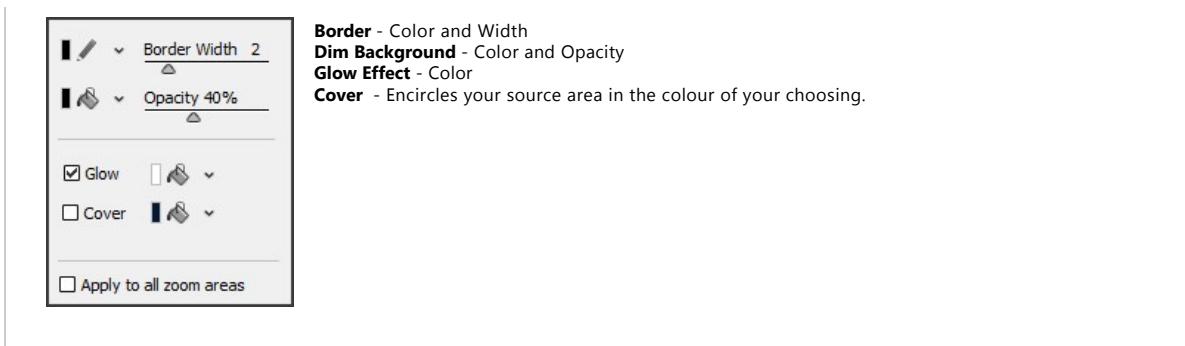
5. **Live**
The 'zoom destination' may be used to display a static image, or exactly what's happening on the Canvas, in real-time (live), including the cursor.

See also

Balloon
Note
Text
Animated Text
Rectangle
Ellipse
Image
Animation
Flash Video
Blur
Hotkey

Blur

Set the following properties and options for Blur areas:

1. **Name**
    The default name for a blur area is 'Blur X' ('Blur 1', 'Blur 2', 'Blur 3', and so onward), and this is visible in the name property of the object. You can change an blur area's name by deleting the default name and typing in another one. Ensure the blur area is selected before attempting to change its name property.
2. **Location**
    Change the location of the blur area on the Canvas.

    ⊞ Learn more…

    This object cannot be rotated on the X,Y,Z-axis. Also, it cannot be scaled.
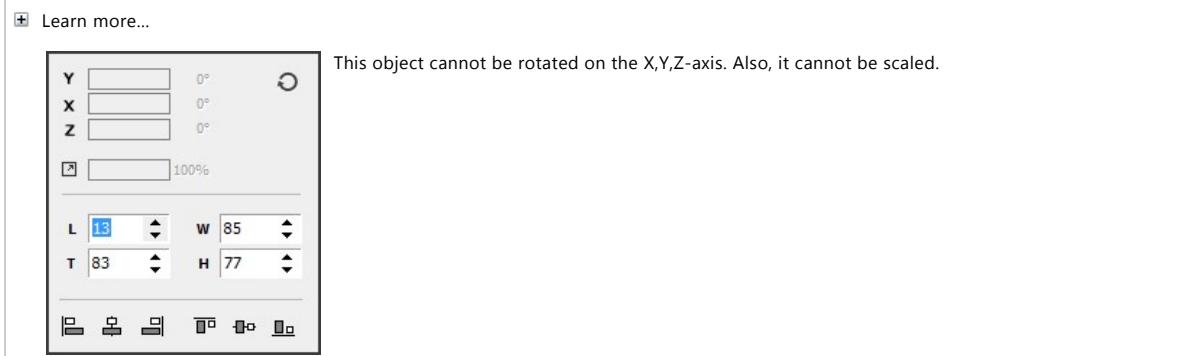
3. **Radius**
    The radius property allows you to adjust the intensity of the blur effect. Check the box 'Apply to all blur areas' at the bottom of the radius menu to apply the chosen radius to all Blur areas in all scenes in the movie.
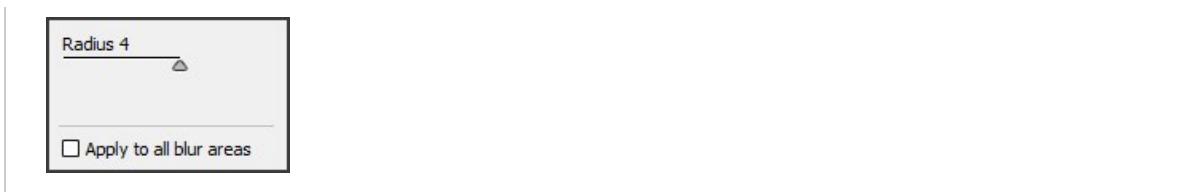
    ⊞ Learn more…

Radius 4

☐ Apply to all blur areas

See also

Balloon
Note
Text
Animated Text
Rectangle
Ellipse
Image
Animation
Flash Video
Zoom Area
Hotkey

Home > Tools > Hotkey

Hotkey

Set the following properties and options for Hotkeys:

| k | Hotkey 1 | ⌄ | Classic | ⌄ | Ctrl + S |

    1   2   3   4

1. **Name**
   The default name for a hotkey is 'Hotkey X' ('Hotkey 1', 'Hotkey 2', 'Hotkey 3', and so onward), and this is visible in the name property of the object. You can change an hotkey's name by deleting the default name and typing in another one. Ensure the hotkey is selected before attempting to change its name property.

2. **Location**
   Change the location of the hotkey on the Canvas.

   ⊞ Learn more...

   Click the Reset button to clear all values.
   Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other hotkeys.
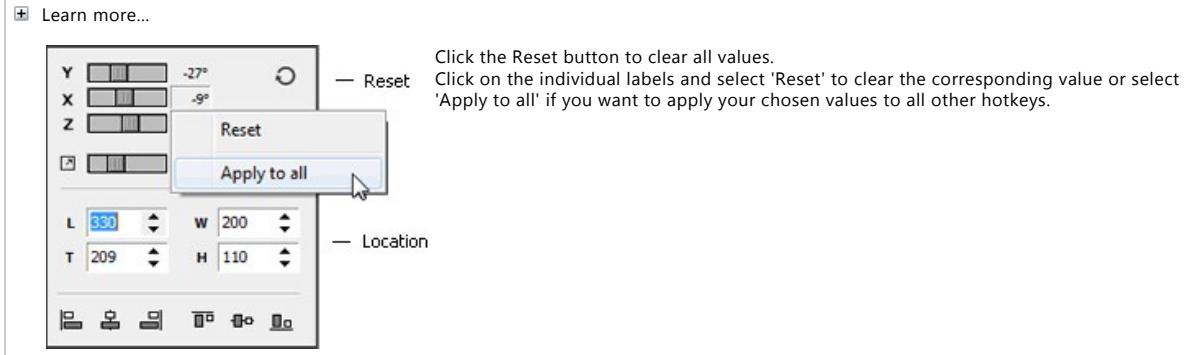
3. **Style**
   The style property allows you to change the appearance of the Hotkey. The default style is 'Classic'.

   ⊞ Learn more...
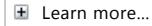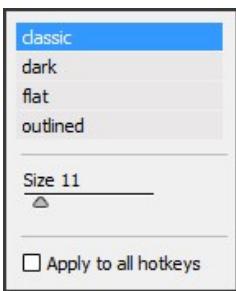
4. **Shortcut**
   The shortcut property allows you to change the keyboard combinations.

See also

Balloon
Note
Text
Animated Text
Rectangle
Ellipse
Image
Animation
Flash Video
Zoom Area
Blur

Timeline

An object's position in the Timeline determines when that object becomes visible in the scene at runtime. 'Timeline Properties' allow you to specify when the object appears, how it appears and how long it is displayed for.

Depending on the object being worked on, the Timeline's appearance will adapt to show the options available for that specific object. Please note that objects with 'Events' are unique in that **each individual event will have its own Timeline** to enable you to precisely control the appearance and behaviour of the event and the particular objects and actions making up that event.
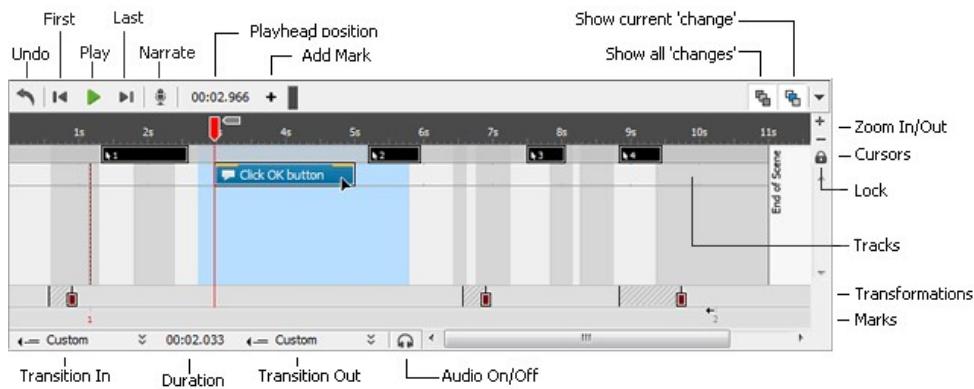
1. **Playhead**
   The Playhead is a red vertical line with a red rectangle at the top, and is displayed in the Timeline. The Playhead indicates the location of the movie within the Timeline. You can drag the Playhead with your mouse to the left or the right, and as you do, you will be advancing the play of the movie in the Canvas area. Alternatively, you can click the green arrow above the Timeline to automatically 'play' the movie, watching the Playhead advance automatically. There are also 'beginning' and 'end' icons on either side of the play button, that when clicked, automatically advances the Playhead to the beginning or to the end of the scene. The playhead is an extremely effective tool for going to a precise location within a movie.
2. **Changes**
   Only for full-motion recordings. You can choose to show consecutive strips with alternate colors to better view 'changes' in the Timeline.
3. **Tracks**
   You can have an unlimited number of 'tracks' in your Timeline. A track is a horizontal location that runs from time zero to some time in the future and it is in these tracks that objects will exist. For example, if you want an image to display for 3 seconds, starting 1 second into a theme, then that image will be displayed in a track on the Timeline, and it's length will be from the 1 second point to the 4 second point. The object will therefore be displayed for 3 seconds(see Preferences , Defaults Tab). If you then want another object to display after the first object disappears, you can place this object in the same track, after the first object. However, you can also display the new object in a second track, below the first track. You would do this if, for example, you wanted the second object to display before the first object had vanished. In other words, objects can 'overlap' when placed in separate tracks.

   The track that an object is in has no bearing on the resulting movie. Therefore, it is often good practice to limit the number of tracks in use or otherwise you may end up with a Timeline that is difficult to navigate.... having to often scroll up and down more than would otherwise be necessary. An easy way to limit the number of required tracks is to use the Float feature.
4. **Zoom In/Zoom Out**
   At the far right of the Timeline, there are two icons: a PLUS ('+') icon and a MINUS ('-') icon. These icons allow you to zoom the Timeline in and out, or in other words, to change the timing scale so that you can see more or less of the Timeline on your screen.
5. **Cursor Lock**
   At the far right of the Timeline, just below the Zoom In/Zoom Out icons, is a LOCK icon. If the Lock is turned on (pressed), then you cannot move any cursor motion in the Timeline or in the Canvas.
6. **Add Mark**
   Above the Timeline and near the left side (but to the right of the green play button) there is another PLUS ('+') icon. This is the 'Add Mark' icon, and when clicked, will add a Mark to the Timeline in the location where the Playhead is located. A 'Mark' will be displayed as a small number at the bottom of the Timeline. You can add as many Marks to a scene as you like. Marks are useful to identify locations within a scene/movie and can also be tied to specific actions.
7. **Select Multiple Objects**
   If you want to select multiple objects in the Timeline, perhaps because you want to move them all at the same time and by the same amount of time, you can do so simply by holding the CTRL and clicking on each object.

Insert extra time	Delete/Erase Selection	Transition per object	Transition per scene	Marks	Context Menu

Hide/Attach/Lock
Object

Adjust Playback
speed

See also

Insert extra time

In order to insert space in the Timeline, drag the Playhead extension rightwards (found on the top right side of the Playhead), as shown below.
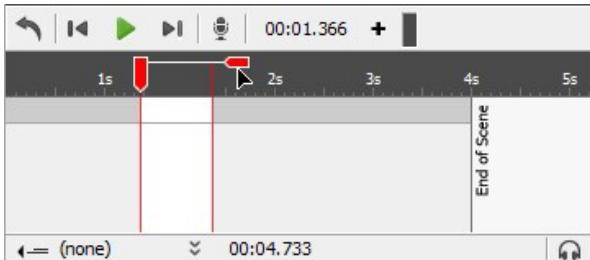

See also

Delete/Erase Selection

The 'delete' function serves to delete an entire section, as chosen by you, of the Timeline. This includes everything in that section, such as all of the objects present. This is different from 'erasing' in that unlike 'deleting', 'erasing' will not resize or delete any objects or cursors.

Deleting a selection in the Timeline will delete that entire section, and everything in it. For example, it will delete any objects that existed in that section. To delete a selection within the Timeline, follow these instructions. Position the Playhead at the beginning of the area you wish to delete, hold down the CTRL key and drag the Playhead from this position to the end of the selection you wish to delete. As you do this, two new icons will appear above the Timeline, one of which is the **DELETE** icon (a red X). Simply click the **DELETE** icon and the entire selected area in the Timeline will be deleted.
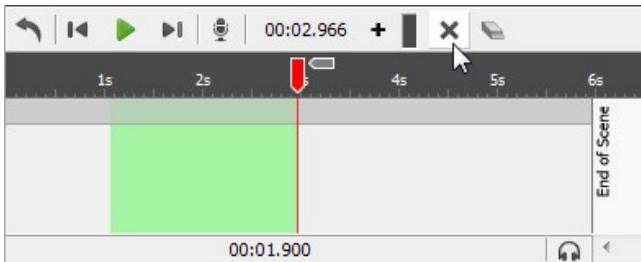
Note: Take care when deleting a section of your Timeline, as this action cannot be undone.

Erasing a selection in the Timeline will only delete the changes in the selected area, and not affect the timing. Unlike deleting (above), erasing will not resize and/or delete any objects or cursors. To erase a selection within the Timeline, follow these instructions. Position the Playhead at the beginning of the area you wish to erase, hold down the CTRL key and drag the Playhead from this position to the end of the selection you wish to delete. When you do this, two new icons will appear above the Timeline, one of which is the **ERASE** icon (looks like a white eraser). Simply click the **ERASE** icon and the entire selected area in the Timeline will be erased.
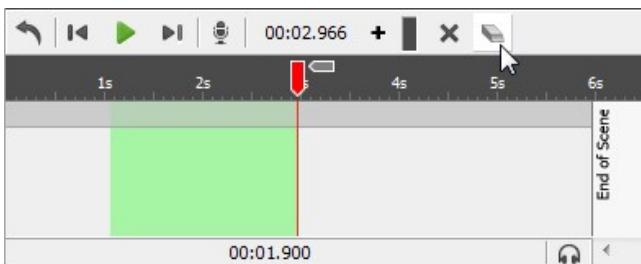

Note: Take care when erasing a section of your Timeline, as this action cannot be undone.

See also

Insert extra time
Transition per object
Transition per scene
Marks
Context Menu
Hide/Attach/Lock Object
Adjust Playback speed

Transition per object
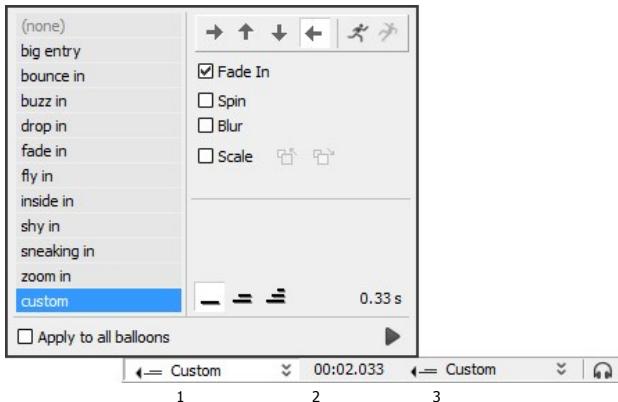
1. **Transition In**
   Used to determine how Objects appear within the movie. This property is not available for Cursor motion objects, Animated Texts, Rectangles, Ellipses, Edit Zones, Buttons, Click Zones and Animations. When you click on the 'Transition In' panel, the Transition In wizard appears (as seen above). Select from the list of effects on the left and view the chosen effect in the preview window of the wizard. When you select an

effect other than 'none', you can specify the duration of the effect as the object phases into the scene.

2. **Time**
   Displays how long an object or scene is visible during runtime.
   To adjust 'Time for Objects', click on the edge of the relevant object within the Timeline and drag to extend or decrease.
   To adjust 'Time for Scenes', click on the line marking the end on the scene and drag to increase or decrease.

3. **Transition Out**
   Used to determine how an object exits the scene at runtime. This property is not available for Cursor's motions, Animated Texts, Rectangles, Ellipses, Edit Zones, Buttons, Click Zones and Animations. When you click on the 'Transition Out' panel, the Transition Out wizard appears. Select from the list of effects on the right and view the chosen effect in the preview window of the wizard. When you select an effect other than 'none', you can specify the duration of the effect as the object phases out of the scene.

See also

Insert extra time
Delete/Erase Selection
Transition per scene
Marks
Context Menu
Hide/Attach/Lock Object
Adjust Playback speed

Transition per scene

Transitions are used to determine how a Scene will appear in the movie at runtime. When you click on the 'Transitions panel', the Transition wizard appears. Select from the list of effects on the left and view the chosen effect in the preview window of the wizard. When you select an effect other than 'none', you can also specify the duration of the transition.

See also

Insert extra time
Delete/Erase Selection
Transition per object
Marks
Context Menu
Hide/Attach/Lock Object
Adjust Playback speed

Marks

Marks are essentially bookmarks within a scene. These can be used to specify actions and where you want an action to occur. Marks can either be added to a scene automatically during the recording process, or manually during the editing phase after recording. For example: You can use marks to make the movie jump from Scene 1/Mark 1 to Scene 3/Mark 4 if Scene 1/Mark 1 has Action "Go To Scene" with Scene3/Mark4 as the parameters.

To manually **add** a Mark to a scene, place the Playhead at the location where you want the mark added, then click the "+" button above the Timeline next to the Play button. To **remove** a Mark from a scene, position the Playhead over the mark to be deleted or select the Mark's number from below the Timeline. You'll notice that the "+" button changes to "--" . Press this button in order to remove the Mark. To **move** a Mark, move the mouse over it, or select it by clicking on its number, and drag it to a new location.

To change the **Action** for a Mark, select it (move the Playhead to its position or click on it in the Timeline), and then click the drop-down menu immediately to the right of the "+" or "--" icons above the Timeline. You'll notice that there are several actions to choose from : Stop Movie , Loop Movie, Close Movie, Go To URL, Run EXE,Go To Movie, Execute JavaScript
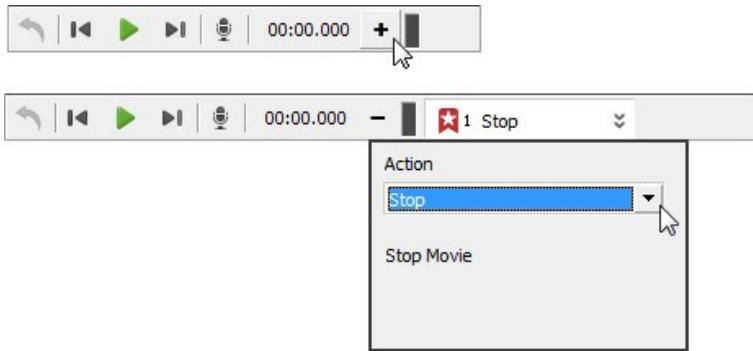
Context Menu

It allows functions like Undo, Select All, Float, Split, Equalize Scenes and Magnetic Ride.

1. **Float**
   Use the Float feature to condense your objects into the least number of required tracks in the Timeline. Simply right-click anywhere in the Timeline, and select the Float option from the resulting menu. Doing so will automatically condense the objects into the least number of tracks required. Another way to access the Float feature is to click the 'Options' icon just above the Timeline, and to select Float from the drop-down menu here.
2. **Magnetic Ride (Snap-to Timeline)**
   If you have more than one object in a given scene, and if it's important to you that this object begins to play right after the previous object ends, activate the 'Magnetic Ride' feature. Simply select 'Magnetic Ride' from the 'Options' drop down menu (or by right-clicking in the Timeline). Then, when you click on an object in the Timeline and drag it to the position you want, you'll notice that it "snaps" into position as you drag it near another object. This is a handy feature that helps position objects in the exactly where you want them in the Timeline.
3. **Split**
   The 'Split' feature allows you to split a scene into two separate scenes. To split a scene, simply position the Playhead in the location where you wish to split the scene. Then select the 'Split' option from the Options menu (or by right-clicking on the Timeline and selecting 'Split'). The result will be two separate scenes that must be edited separately.
4. **Merge**
   Although not an option in the Timeline options, merging two or more scenes into one scene is essentially the opposite of 'Splitting' scenes. To merge multiple scenes into one scene, you need to go to Thumbnail View.You can do this by clicking on your movie's title in the left margin in Design View or by pressing the home-shaped icon. Here, select the scenes you wish to merge by holding down CTRL and clicking the individual scenes (or by drag-selecting all scenes to be merged). Then, right-click on any of the selected scenes, and select 'Merge' from the resulting menu. All of the selected scenes will be merged into one, longer scene.
5. **Equalize Scenes**
   Located in the Options menu, use "equalize scenes" to apply the current scene's length to all of the scenes that make up the movie.
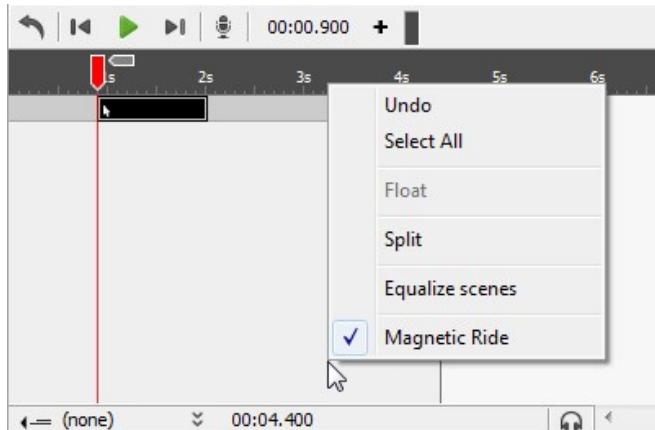
Hide/Attach/Lock Object

Go to Transformations/Objects/Marks window and select the Objects tab to adjust any of the following options:
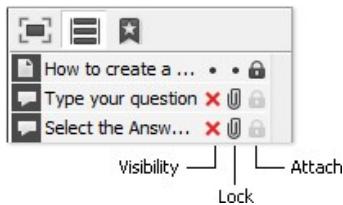
- **Lock(Canvas and Timeline)**
  In the Objects tab, you can "lock" the objects in a scene so that they cannot be edited or moved accidentally.Click on the "Objects" icon at the top and all of the objects in your scene will be displayed. Select the object to be locked by clicking on it in the list--"lock" it by clicking on the lock-shaped icon next to its description. With this lock in place, you can no longer move, adjust or edit this the object on the canvas or in the Timeline. This is a safety measure to prevent you from accidentally moving something you didn't intend to.
- **Visibility(Design time)**
  You can also set an object's visibility in a scene to either 'ON' or 'OFF' -- for example, you can have an object not display, without actually deleting it. Click on the "Objects" icon at the top and all objects in your scene will be displayed. Select the object you want by clicking on it in the list, then click on the first black dot next to its description-- turning this into a red X. By doing so, you'll notice that the object disappears in the canvas. This is how the visibility is set to 'OFF' without actually deleting the object.
- **Attach**
  Selecting the 'Attach' dot will cause any object (eg. a balloon) to be attached to the scene. 'Attaching' an object will stick this to the background image -- such that the coordinates (left, top) of the object will be relative to image and not the canvas.

Note : The 'visibility' and 'attach' properties are not available with audio objects.

See also

Adjust Playback speed

To adjust the playback speed of a specific selection in the Timeline, hold down the CTRL key and place the Playhead at the selection's ending point. Your selection will be denoted on the Timeline by a green colored area. To speed-up the playback, decrease the size of this area. To slow-down playback drag rightwards, as displayed below, increasing the length of this new area.
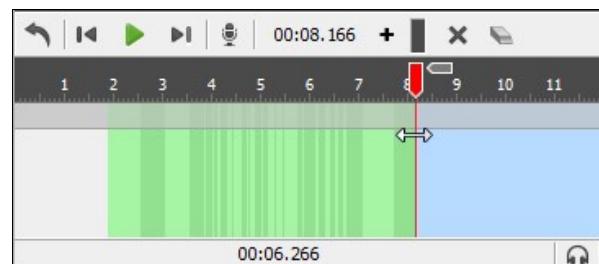
See also

Home > Transformations

Transformations

A transformation modifies a movie's properties over time. For example, if you want to slowly scale up your movie, you add a transformation on the scene, then modify the Scale property in the 'Transformation Properties' panel.

Transformations are represented in the Timeline with a shaded rectangle.

A transformation may be added either manually or automatically. To add manually, first, click the **Add Transformation** button in the Transformations panel, then adjust the individual parameters: rotation on x,y and z, scale, and zoom-n-pan. If you don't wish to keep pressing the 'Add Transformation' button, you may enable the Automatic Keyframing option to add these for you as you use your mouse.

Transformations cannot be added onto a blank scene. The scene must first be created by either recording the screen or by importing an existing image or video file.

Listed below are explanations for each option found in the 'Transformations properties' panel.

1. **Toolbar**
   The toolbar contains the following buttons : 'Play'(preview your transformation), 'Copy past values'(restore defined values from previous transformations), 'Reset'(clear all values)
2. **Rotate**
   Choose your desired values on the x,y, and z axis, respectively.
3. **Spin**
   Rotate your image 360 degrees on the x,y, and z axis, respectively.
4. **Scale**
   Scale your image either up or down.
5. **Transparency**
   Modify the transparency of your image.
6. **Zoom-n-Pan**
   The Zoom-n-Pan feature allows you to focus your audience's attention on key aspects of your recording.
   Drag the 'Zoom' slider to select the zoom percentage-- this will select the percentage of the original image that is to be displayed after.
   Use the Pan tool to drag the image to the particular location you wish to showcase.
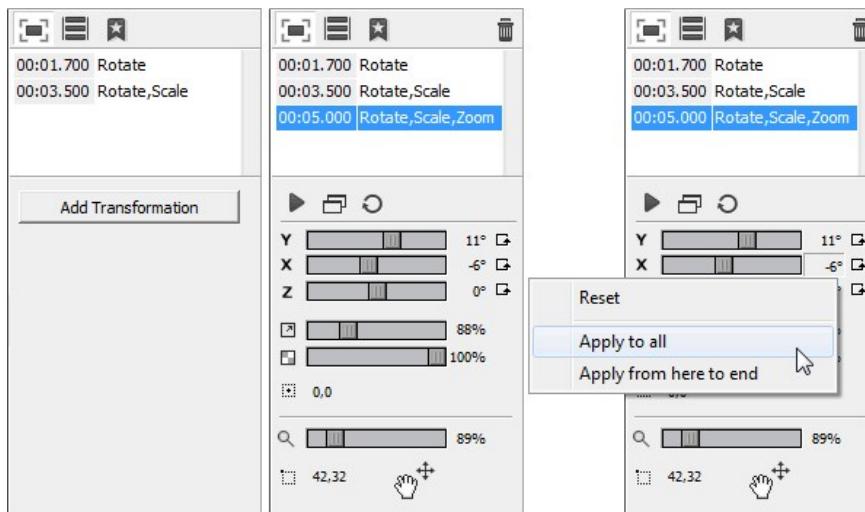
Clicking the individual labels will display a menu which offers the option to either 'Reset' the parameter or copy the specific parameter's values to all Transformations ('Apply to all' or 'Apply from here to end' depending on required needs)

Automatic
Keyframing

Duration

Mouse Functions

Context Menu

See also

Welcome
Introduction
Create new movie
Record the screen

Automatic Keyframing

Enabling 'Automatic Keyframing' allows you to add a new transformation with only the use of the mouse. 'Automatic Keyframing' is ON when the square shape appears beside the cursor symbol above the Timeline (in the top left side of the cursor symbol)

Example :
Let's suppose that you want to add a Transformation, during the third second, that rotates the image on the Y-axis and then scales it. To do this, follow these steps:

1. Position the Playhead at the third second.
2. Click on the image, hold down the right mouse button and then move the mouse horizontally to rotate the background image on the Y-axis.
3. To scale the image frontwards or backwards use only the mouse wheel.

Check the Timeline afterwards to see that a new Transformation has been added. You may further tweak this transformation by adjusting the transformation's individual properties as found in the 'Transformations' panel.

See also
Duration
Mouse Functions
Context Menu

Duration

You are able to see the duration of a Transformation by looking on the Timeline.

.
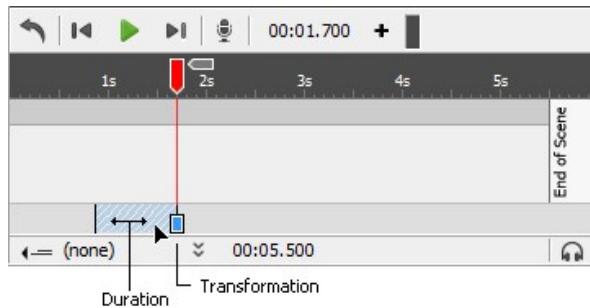
1. **Position**
   This position represents the place on the Timeline where the Transformation ends.
2. **Duration**
   The duration of a Transformation defines how long the transition is in effect for.

See also

Automatic Keyframing
Mouse Functions
Context Menu

Mouse Functions

Transformation properties may be modified with only the use the mouse and CTRL key as follows below.

	Move		Press and hold the left mouse button and move the mouse.
	Rotate X/Y		Press and hold the right mouse button and move the move the mouse horizontally/vertically in order to modify the rotation on the Y/X-axis.
	Scale		Use the mouse wheel to scale up or down the image.
CTRL +	Zoom In/Out		Press and hold the CTRL key, then use the mouse wheel to zoom in or zoom out the image.
CTRL +	Pan		Press and hold the CTRL key, then press and hold the left mouse button to pan the image.

See also

Automatic Keyframing
Duration
Context Menu

Context Menu

To bring up the context menu, right-click on a Transformation on the Timeline. This feature allows functions such as 'Delete' and 'Equalize Transformations' in terms of duration.

1. **Delete Transformation**
   Select this option to delete the particular transformation.
2. **Equalize Transformations(duration)**
   Use "equalize transformations" to apply the duration from the current transformation to all transformation from the same scene.
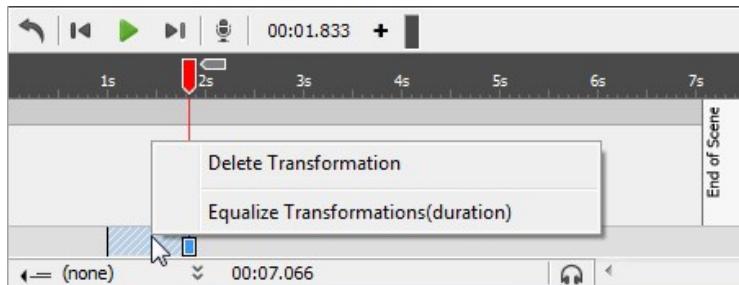
See also

Automatic Keyframing
Duration
Mouse Functions

Interactivity

Learn how to use Demo Builder's interactive objects to interact with your end user.

Note: These options are only available for movies exported as a Flash Movie (*.swf) .

Edit Zone   Button   Click Zone   Events - Example

See also

Welcome
Introduction
Create new movie
Record the screen
Movie
Scenes
Cursors
Tools
Timeline
Transformations
Add voice-over narration
Security
Auto
Export
Miscellaneous
Extras
FAQ
Contact

Edit Zone

Edit Zone objects are extremely useful in creating high quality presentations and tutorials as they allow two-way interactivity between your movie and your end-users. For example, in conjunction with Demo Builder's other objects, you can use an Edit Zone to hold the correct answer to a question that you want to ask your users.

At movie run-time, the user will be presented with the question and the movie will pause, awaiting the user's response to be typed into the Edit Zone.

Demo Builder will then check the user's response against the correct answer as specified by you when you built the movie. Demo Builder then offers Events ('On Pass', 'On Error', 'On RollOver' as described below) which determine the next action (or path) taken by the movie.

Set the following properties and options for Edit Zones:

| Ⅰ | Edit Zone 1 | ⌄ | Classic | ⌄ | 👆 ⌄ | Click an Event button on the TimeLine toolbar below to edit the event actions |

      1   2   3   4

1. **Name**
   The default name for an Animated Text Area is 'Text Animation X' ('Text Animation 1', 'Text Animation 2', 'Text Animation 3', and so onward), and this is visible in the name property of the object. You can change a text animation's name by deleting the default name and typing in another one. Ensure the text animation is selected before attempting to change its name property.
2. **Rotate, Scale and Location**
   Adjust the rotational angles, scale or manually change the location of the Edit Zone on the Canvas. Rotations on the X and Y-axis are ignored when the edit zones is attached to the image.
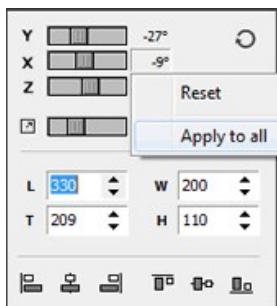
    ⊞ Learn more...

Click the Reset button to clear all values.
Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other Edit Zones.

3. **Style**
The style property allows you to change the appearance (style and color) of the Edit Zone. The default style is 'Classic'.

⊞ Learn more...

Note: Demo Builder version 5.0 introduces an additional Edit Zone style - 'Transparent'. You might use an Edit Zone with a transparent border style when you want it to blend in (invisibly) with the rest of your scene's background image. You could then use the new 'On RollOver' Edit Zone event (see below) to display a message (in a balloon or text) to your users when they position the mouse cursor over your 'transparent' Edit Zone.

4. **Correct Entries**
The correct entries property is were you specify the list of correct responses expected from your users. When a user enters text and presses the defined Shortcut key on the keyboard (either Enter or Tab), Demo Builder checks the user's response against the correct list of entries and takes the action for the 'On Pass' event or the 'On Error' event as appropriate.

⊞ Learn more...
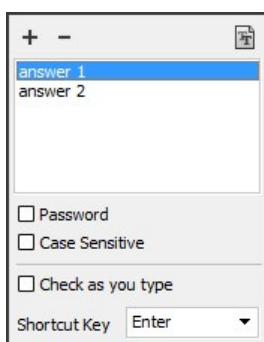
To enter the correct entry (or list of correct entries) expected from your users in order to trigger the actions contained in the 'On Pass' event, click the plus (+) icon and enter the correct response(s). From the Correct Entries properties panel, you can choose whether users' responses must be **Case Sensitive** to match. Likewise, by checking the **Password** box, you can choose for user responses to be displayed hidden as asterisks (*) rather than the actual characters typed by the user.

Demo Builder can also check your users' responses character-by-character. Check the **Check as you type** box to activate this feature.

Either **Enter** or **Tab** can be used as the Shortcut Key to accept and validate your users' inputs. Select your choice from the drop-down box.

To remove an entry from the list, simply select it and click the minus (-) icon.

To change the **Text font** style of the Edit Zone, click on the text icon which will display the font wizard and allow you to customize as desired.

Using the Edit Zone Object Events

As described above, you can use Edit Zone Events to interact with the users of your demonstration or tutorial and totally control the behaviour of your movie based on responses and entries made by your users. The Edit Zone object offers the following 3 events that can be used to achieve this.

1. **On Pass Event**
Add objects, actions and/or audio to this event to define how your movie will display and behave in response to a correct answer from your user.
2. **On Error Event**
Add objects, actions and/or audio to this event to define how your movie will display and behave in response to an incorrect answer from your user.
3. **On RollOver Event**
Add objects, actions and/or audio to this event to define how your movie will behave when the user positions the mouse cursor over the Edit

Zone object. (For example to display an explanatory message or tip in a balloon or text as to the type of response required from the user).

Important: Each individual Event has its own Timeline to define the separate sequencing of display and behaviors for that event.

Adding Actions and/or Audio to control the behaviour of Edit Zone Object Events.
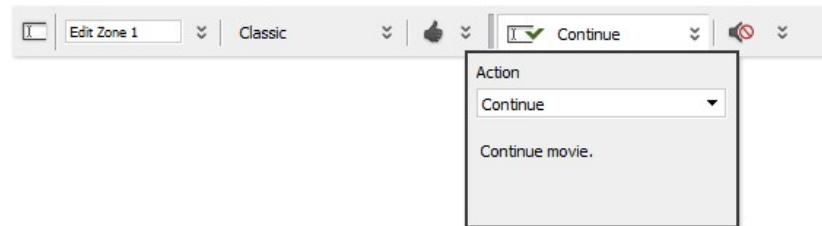
For each of the above events, you can assign the desired behaviour of your movie by adding an **Action** to take and/or **Audio** to be played.

To add (or edit) the **action** to take or audio to be played for a certain Edit Zone object event, ensure that the Edit Zone object is selected in your movie scene. This Edit Zone's individual TimeLine will be shown at the bottom of the screen. Click on the event to which you want to add an action and/or audio and note that the Edit Zone properties panel (at top of screen) will change to show additional options. The following options are available to be added or edited for Edit Zone events : Stop Movie , Loop Movie, Close Movie, Go To URL, Run EXE,Go To Movie, Execute JavaScript

For further information on how to incorporate Demo Builder Events and user interactivity into your movies, demonstrations and tutorials, please see this fully worked Example .

Note: Users of earlier versions of Demo Builder may be familiar with Error and Success Messages. Demo Builder version 5.0 introduces fully featured Event functionality that provides additional user interactivity and total control over the behavior of your movie in response to user actions. This builds on and replaces the Error and Success Messages functionality of previous versions of Demo Builder.

See also

Button
Click Zone
Events - Example

Button

Use Button objects in your scenes to pause your demonstration or tutorial and require action from the user in order to continue.

Set the following properties and options for Buttons:

1. **Name**
   The default name for a Button is 'Button X' ('Button 1', 'Button 2', 'Button 3', and so onward), and this is visible in the name property of the object. You can change a button's name by deleting the default name and typing in another one. Ensure the button is selected before attempting to change its name property.
2. **Rotate, Scale and Location**
   Adjust the rotational angles, scale or manually change the location of the button on the Canvas. Rotations on the X and Y-axis are ignored when the button is attached to the image.

   Click the Reset button to clear all values.
   Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other buttons.
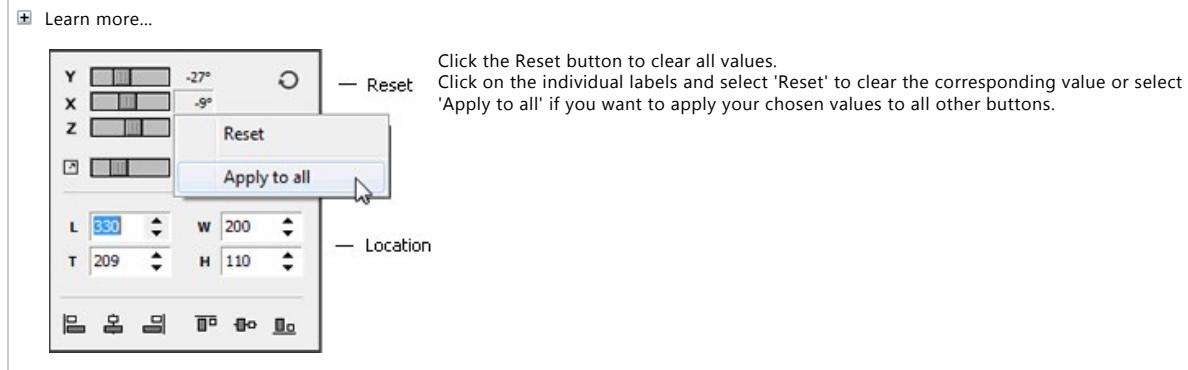
3. **Style**
   The style property allows you to change the appearance of the button object. The default style is 'Classic'. A new button style, 'Soft,' has been added in version 5.0 which provides a very smooth and professional looking button for your scenes.
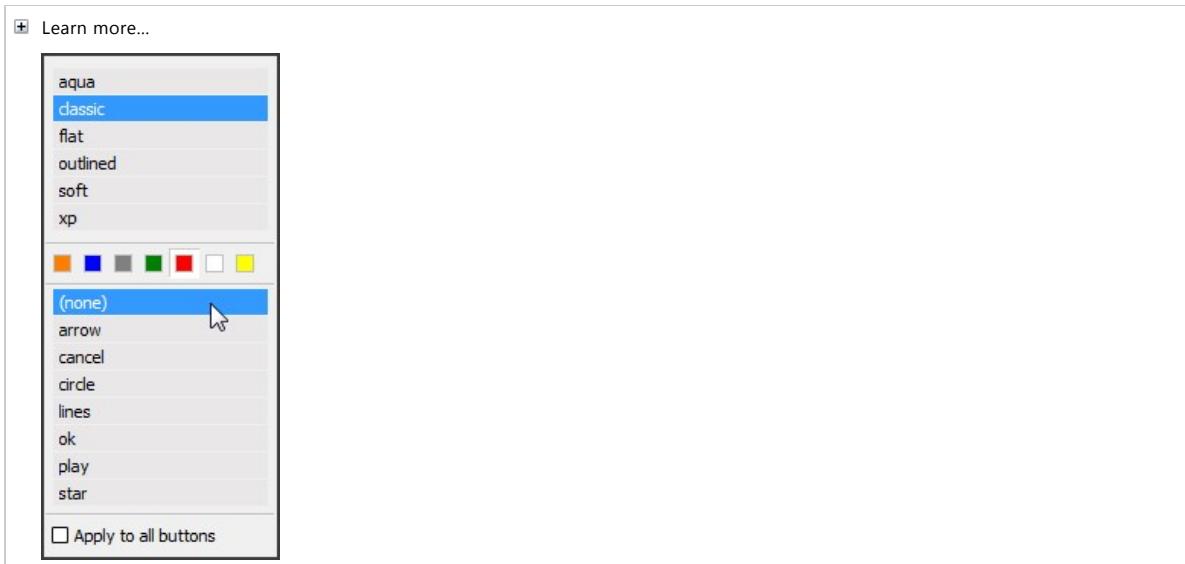
4. **Text**
The text property allows you to customize font, font size, font color, text alignment and to also edit the text that is visible on the button. Double-click the body of the button to change the button's text.

Using the Button Object Events

You can also use 'Button Events' to interact with the users of your demonstration or tutorial and to control the behaviour of your movie based on your users' actions. The Button object offers the following events to achieve this.

1. **On Press Event**
Add objects, actions and/or audio to this event to define how your movie will display and behave when your users click this Button.
2. **On RollOver Event**
Add objects, actions and/or audio to this event to define how your movie will behave when the user positions their mouse cursor over the Button object. (For example, to display an explanatory message or tip in a balloon or text as to the action required from the user).

Important: Each individual Event has its own Timeline to define the separate sequencing of display and behaviors for that event.

Adding Actions and/or Audio to control the behaviour of Button Object Events.
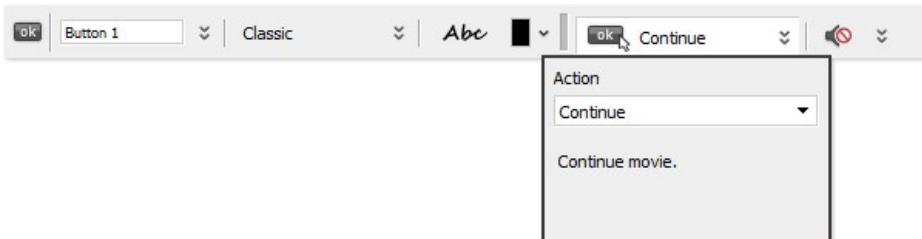
For each of the above events, you can assign the desired behaviour of your movie by adding an **Action** to take and/or **Audio** to be played.

To add (or edit) the action to take or audio to be played for a certain Button object event, ensure that the Button object is selected in your scene. This Button's individual TimeLine will be shown at the bottom of the screen. Click on the event to which you want to add an action and/or audio and note that the 'Button properties' panel (at top of screen) will change to show additional options. The following options are available to be added or edited for Button events : Stop Movie , Loop Movie, Close Movie, Go To URL, Run EXE, Go To Movie, Execute JavaScript.

For further information on how to incorporate Demo Builder Events and user interactivity into your movies, demonstrations and tutorials, please see this fully worked Example .

See also

Edit Zone
Click Zone
Events - Example

Click Zone

A 'Click Zone' is another object that allows two-way interactivity between your movie and your end-users. Use a Click Zone in a scene to pause your Demo/Tutorial and require your that your users click a pre-specified zone on the screen in order to continue (or take some other action).

At movie run-time, the user will be presented with your Click Zone and the movie will pause, awaiting the user's action (click). Demo Builder then offers Events ('On Click Inside', 'On Click Outside', 'On RollOver' as described below) which determine the next action (or path) to be taken by the movie.

Set the following properties and options for Click Zones:

1. **Name**
   The default name for a Click Zone is 'Click Zone X' ('Click Zone 1', 'Click Zone 2', 'Click Zone 3', and so onward), and this is visible in the name property of the object. You can change a click zone's name by deleting the default name and typing in another one. Ensure the click zone is selected before attempting to change its name property.
2. **Rotate, Scale and Location**
   Adjust the rotational angles, scale or manually change the location of the click zone on the Canvas. Rotations on the X and Y-axis are ignored when the click zone is attached to the image.
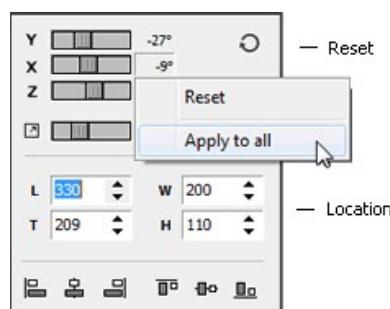

Click the Reset button to clear all values.
Click on the individual labels and select 'Reset' to clear the corresponding value or select 'Apply to all' if you want to apply your chosen values to all other click zones.

3. **Hand Cursor**
   Change the mouse pointer to a hand cursor when a user positions the mouse pointer over the Click Zone.
4. **Style**
   The style property allows you to change the appearance (style and color) of the Edit Zone.
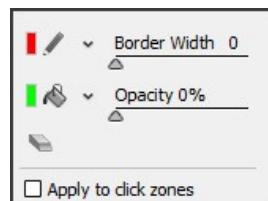

- **Border Color**
  Determines the color for the Rectangle's edges.
- **Border Width**
  Change the thickness of the Rectangle's edges.
- **Fill Color**
  Used to specify a color for the Rectangle.
- **Fill Opacity**
  Adjust the transparency of the chosen color.
- **Eraser**
  Makes the click zone fully transparent and the borders invisible.

5. **Trigger(event)**
   Select 'OnClick', 'OnDblClick' or 'OnRightClick' event.

Using the Click Zone Object Events

As described above, you can use Click Zone Events to interact with the users of your demonstration or tutorial and to control the behavior of your movie based on your end-users actions. The Click Zone object offers the following 3 events to achieve this:

1. **On Success Event**
   Add objects, actions, effects and/or audio to this event to define how your movie will display and behave in response to your users clicking inside the borders of the Click Zone.
2. **On Failure Event**
   Add objects, actions, effects and/or audio to this event to define how your movie will display and behave in response to your users clicking outside the borders of the Click Zone.
3. **On RollOver Event**
   Add objects, actions and/or audio to this event to define how your movie will behave when users positions their mouse cursor over the Click Zone object. (For example to display an explanatory message or tip in a balloon or text as to the action required by the user).

Important: Each individual Event has its own Timeline to define the separate sequencing of display and behaviors for that event.

Adding Actions and/or Audio to control the behaviour of Click Zone Object Events.
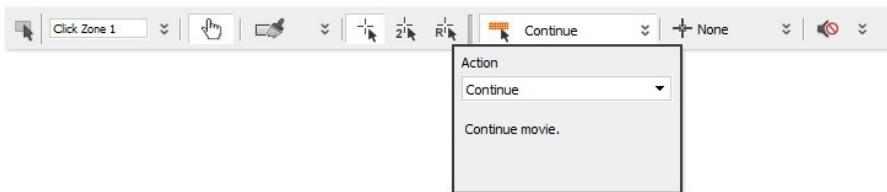
For each of the above events, you can assign the desired behavior of your movie by adding an **Action** to take, an **Effect** to show and/or **Audio** to be played.

To add (or edit) the action to take or audio to be played for a certain Click Zone object event, ensure that the Click Zone object is selected in your movie scene. This Click Zone's individual TimeLine will be shown at the bottom of the screen. Click on the event to which you want to add an action and/or audio and note that the Click Zone properties panel (at top of screen) will change to show additional options. The following options are available to be added or edited for Click Zone events : Stop Movie, Loop Movie, Close Movie, Go To URL, Run EXE,Go To Movie, Execute JavaScript.

For further information on how to incorporate Demo Builder Events and user interactivity into your movies, demonstrations and tutorials, please see this fully worked Example .

See also

Edit Zone
Button
Events - Example

Events - Example

Let's say that you want to use Demo Builder Events to add user interactivity to your movie, demonstration or tutorial and/or define how it behaves based on different user actions. Below is a worked example based on a simple situation.

We have created scenes in our tutorial explaining our subject and at this point we want to ask the user a question (or questions) to ascertain their level of comprehension of the concepts covered in the previous scenes. (For the purpose of the exercise, we'll assume that the actual question text is contained in a separate Balloon or Text object that has already been inserted into this scene).

In this example, we'll illustrate Demo Builder's Events and User Interactivity functionality through the use of an Edit Zone object, but note that the principles are the same for other interactive objects (e.g. Buttons and Click Zones).

Let's proceed as follows :

1. From the object toolbar, select the Edit Zone object.
2. Click on the Scene's canvas to insert the Edit Zone object at the desired position on the scene. (Set style and format as desired and as described in the object's help topic - or just leave these settings as default).
3. Enter the **correct answer** to your question by clicking on the Correct Entries settings tab ('thumbs up' icon) in the Style Properties panel (top of screen) and typing in the correct answer. (Set other options or properties as or if desired).
4. At this point, you will note that the TimeLine panel (at the bottom of the screen) has changed to **include additional buttons for the events** that apply to the selected object and for which Actions and/or Audio can be added or edited based on users' response(s).(In the case of the Edit Zone object, the applicable events available are 'On Pass', 'On Error' and 'On RollOver'. See the help topic for the relevant Object you want to work with to see the applicable events available for that object.)
5. In the TimeLine panel, click on **the OnPass button** to add actions and audio for this event of the Edit Zone object. i.e. The behaviour(s) that you want the movie to follow when the user answers your question correctly.
6. You will note that the TimeLine is now empty. Please also note that each individual event has its own TimeLine so that you may precisely define and control the separate sequencing of display and behaviours for that event.
7. From the **Event Actions settings tab** (next to the Correct Entries settings tab at the top of the screen), select the action that you would like the movie to take in the event of a correct answer from the user. In this example, we'll choose 'Continue' to have the rest of the scene or movie continue playing.
8. **Add the text** "Congratulations, you answered correctly!" in a note to be displayed to the user by selecting the Note object (from the object toolbar) and inserting it onto the scene's canvas in the desired position.
9. We would also like to add an audio clip of applause to be played when the user answers correctly. Select the Audio settings tab (next to the Event Actions settings tab at the top of the screen).
10. Click on **+/Audio** Collection and choose the Applause sound clip from the catalogue of audio clips included as standard with Demo Builder. Click on **OK** ('tick') to add this sound to the event. (Voice-over narration could also be recorded just as easily here to be played when an event is triggered).
11. **We're done!** Preview the movie and adjust any settings (or timings) as desired.

The above is just one brief example to illustrate the functionality available and get you started with Demo Builder's Events and User Interactivity. We're sure that as you progress, you'll not only find a myriad of applications for this functionality, but discover its usefulness in creating professional movies, demonstrations and tutorials that your users will obtain real benefit from.

See also

Edit Zone
Button
Click Zone

Add voice-over narration

Learn how to add voice-over narration to your movie by recording this at capture time, preview time or by personally narrating the Timeline.

Narrate Timeline   Record at capture time   Record at preview time   Insert audio per scene   Built-in audio editor

See also

Welcome
Introduction
Create new movie
Record the screen
Movie
Scenes
Cursors
Tools
Timeline
Transformations
Interactivity
Security
Auto
Export
Miscellaneous
Extras
FAQ
Contact

Narrate Timeline

Narrate the movie using the playback in the preview window as your guide. The audio clip created appears on the Timeline when the voice narration ends. The recording will automatically stop when the movie reaches the end of your selection or the end of the scene.
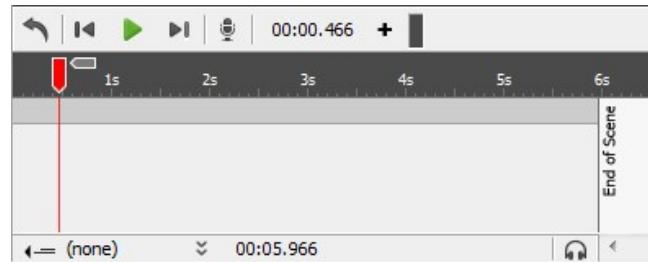

See also

Record at capture time
Record at preview time
Insert audio per scene
Built-in audio editor

Record at capture time

In order to be able to record voice narration at capture time, the 'Record Voice-Over Narration' option (denoted by the microphone symbol) must be enabled.
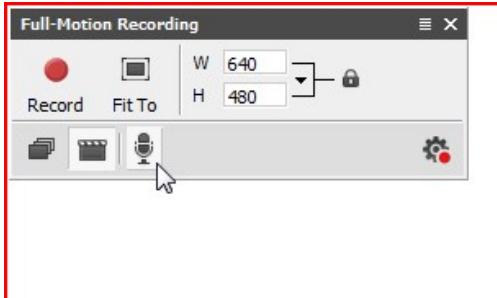
See also

Narrate Timeline
Record at preview time
Insert audio per scene
Built-in audio editor

Record at preview time

To record audio while previewing your movie, go to Thumbnails View and select from the movie's properties panel the Audio Property. Click the + (plus) sign and select the 'Record' menu item. Next, it is important that you press 'Yes' when the dialogue box appears.
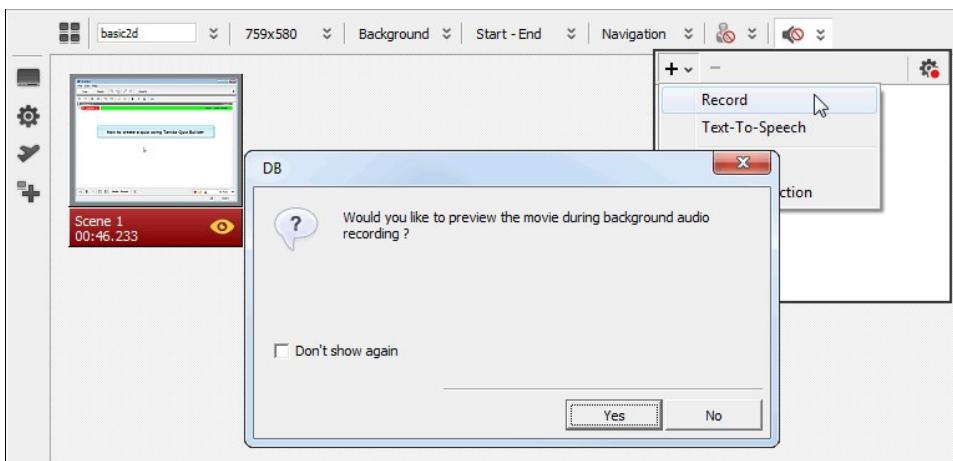

See also

Narrate Timeline
Record at capture time
Insert audio per scene
Built-in audio editor

Insert audio per scene

Use Audio Editor property panel to record or import audio clips.

- Click on the '+' to add audio or the '--' to remove a selected audio clip.
- Click on the Audio Settings button (at top right) to change audio settings or to select and calibrate your audio input device.
- Each individual audio clip can be edited and tailored to your specific needs.
 Click on the button next to the audio clip to be edited. The Audio Clip Editor will be shown.
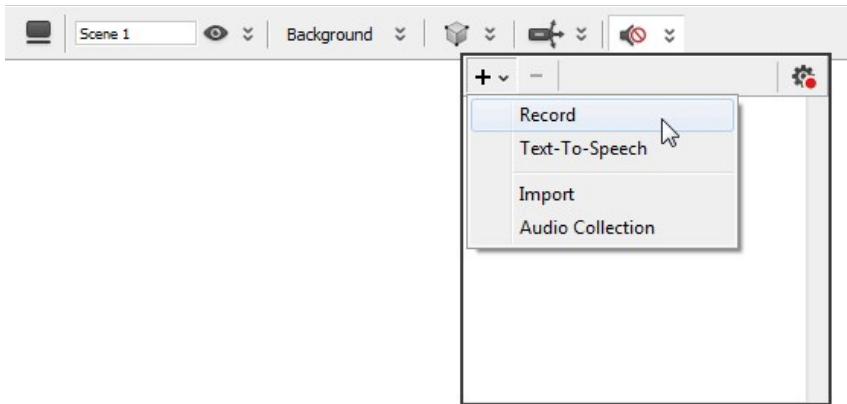
See also

Narrate Timeline
Record at capture time
Record at preview time
Built-in audio editor

Built-in audio editor

Adjust volume, insert silence, edit mistakes or add an external audio file to a presentation with the built-in audio clip editor.
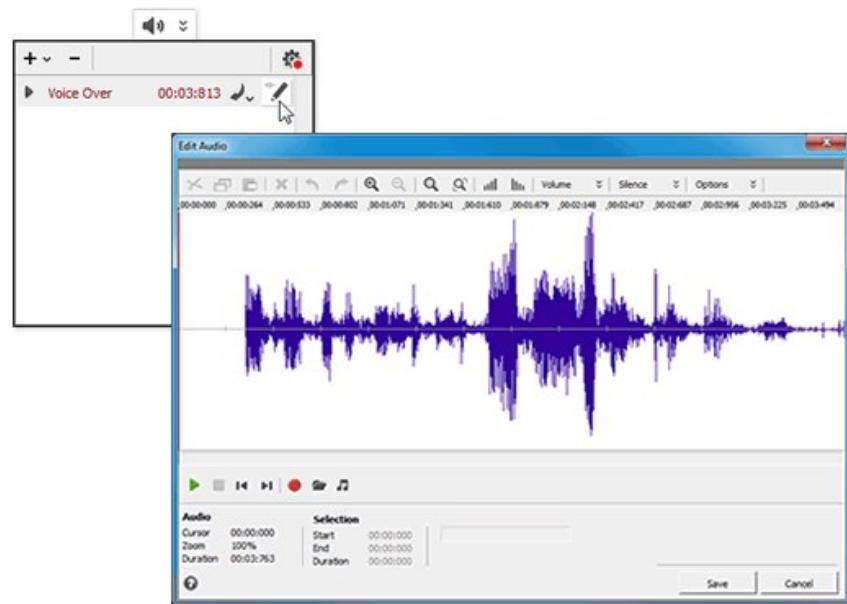
See also

Narrate Timeline
Record at capture time
Record at preview time
Insert audio per scene

Security

Restrict the accessibility of a movie to a specific domain, indicate the latest date by which a movie may be viewed or password protect your movies.

Note: These options are only available for movies exported as a Flash Movie (*.swf) .

Domain lock   Expiration date   Password protect

See also

Domain lock

Tick the 'Domain Lock' check box to restrict the accessibility of a movie to a specific domain. Then enter the domain's address.

The Domain Lock prevents a movie from being hosted on a domain other than what's specified in this field. If a user tries to access the movie on a domain other than the one specified, the flash movie will display a message with the 'Display Text' option, or it will redirect the user to a web page specified in the 'Redirect option'.

Note: This option is only available for movies exported in Flash, H264 or HTML5 format.

Expiration date

Add an expiration date to your movies after which they will no longer play. If a user attempts to view a movie that has expired, they will be **redirected** to a webpage or **displayed text** of your choosing.

Note: This option is only available for movies exported in Flash, H264 or HTML5 format.

Password protect

Add password protection to your movies. This option allows you to create movies that will ask the user for a password prior to playing. If you need the user to log in on the Internet, select 'Server Script' and enter in the URL of the login page. Demo Builder will send the appropriate parameters to the server script (php, asp ...etc.). See sample code below.

Ask Password - Server Script

Input: username , password
Output: valid=true - The password is valid , valid=false - Invalid password

The following php code allows the movie to continue if password is "test".

```php
<?php
$password = $_REQUEST['password'];
$username = $_REQUEST['username'];

if ( $password == "test" ) { echo "valid=true";} else { echo "valid=false";};
?>
```

Note: This option is only available for movies exported in Flash, H264 or HTML5 format.

See also

Domain lock
Expiration date

Auto

Auto functions reduce the time spent editing by automatically adding balloons, text and the zoom-n-pan feature to your movie.

Auto-Text   Auto-Highlight   Auto-Interact   Auto-Zoom   Auto-Rotate   Reset Timeline

See also

Auto-Text

During recording Demo Builder captures relevant information about your actions. 'Auto-Text' then automatically adds balloons or texts describing these actions.

1. **Add Balloons**
   Select this option to add balloons attached to the image.
2. **Add Texts**
   Select this option to add text that can be located on the left or right side of the canvas, aligned to the bottom of the canvas or attached to the image under the mouse cursor.
3. **Language**
   Select the language in which you would like the text to be displayed in.
4. **Reader Profile**
   Select "words per minute" in the reader profile. This option adjusts the amount of time each balloon or text item is displayed for during the movie.
5. **Text-To-Speech**
   Select this option to convert the text into speech.
6. **Add 'Click To Continue' button**
   Select this option to add a "click to continue" button. This option will pause the movie until the user clicks the button to continue.
7. **Make space in the Timeline**
   Select this option to allow Demo Builder to adjust the Timeline as required for the reader to be able to read the text displayed. In the case that you do not choose this option, it is likely that the text shown will be out of tune with the movie. It is not recommended to select this option if your scene contains a voice-over naration recorded at capture time.

See also

Home > Auto > Auto-Highlight

Auto-Highlight

Auto-highlight adds rectangles or "hand" animations to highlight the areas which you clicked on during capture time.

1. **Add Rectangles**
   Select this option to add rectangles over areas which you clicked on during capture time.
2. **Add 'Hand' Animations**
   Select this option to add "hand" animations which point, from the right, to the area you clicked on during capture time.
3. **Duration**
   Enter the number of seconds that you want your rectangles or animations to last.
4. **Make space in the Timeline**
   Select this option to allow Demo Builder to adjust the Timeline as required for the reader to be able to read the text displayed. In the case that you do not choose this option, it is likely that the text shown will be out of tune with the movie. It is not recommended to select this option if your scene contains a voice-over narration recorded at capture time.
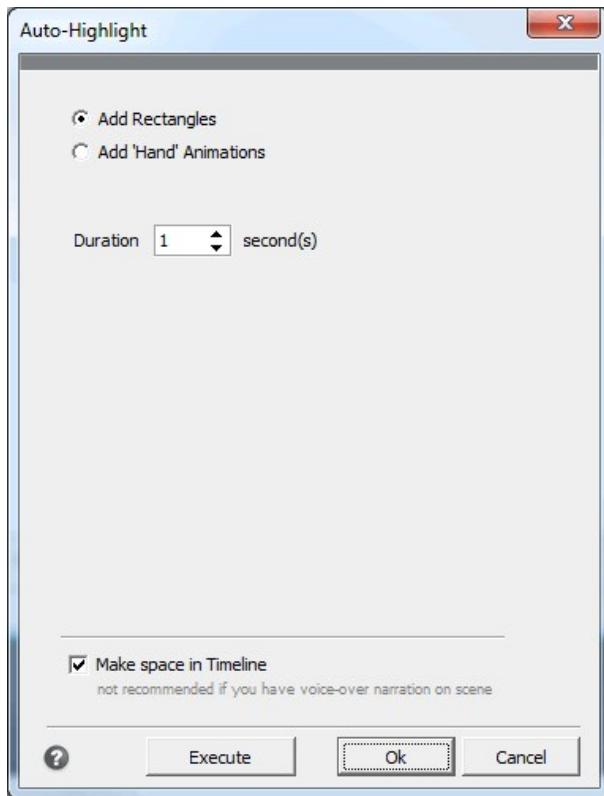
See also

Auto-Text
Auto-Interact
Auto-Zoom
Auto-Rotate
Reset Timeline

Auto-Interact

Auto-Interact adds click zone areas which will ask the user to click on the areas that you yourself clicked on during recording. This is a GREAT feature for any training purposes.

1. **Add instructional notes**
   Used to instruct the user to click on the right spot.
2. **On Success Event**
   Select this option to show a positive message when the user correctly clicks inside the click zone area.
3. **On Failure Event**
   Selection this option to show a negative message when the user incorrectly clicks outside the click zone area.
4. **On Rollover Event**
   Selection this option to show a message when the user moves the mouse over the click zone.
5. **Hand Cursor**
   Change the mouse pointer to a hand cursor when the user positions the mouse pointer over the click zone.
6. **Text-To-Speech**
   Select this option if you want to convert the text into speech for all messages above.
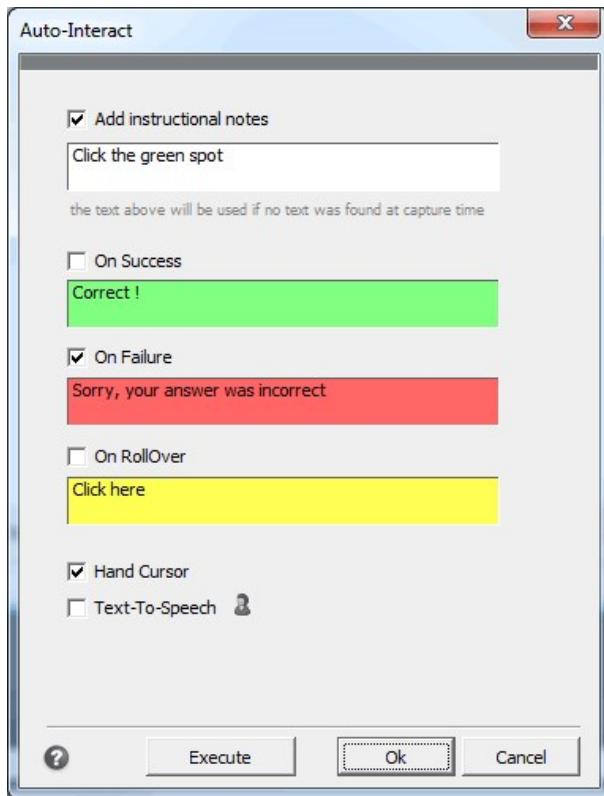
See also

Auto-Zoom

Auto-Zoom adds Transformations which zoom-n-pan the image in order to draw your audience's attention to what is most important.

1. **Zoom**
   Select the amount (measured in terms of percent) of the original image to be shown.
2. **Animate**
   Select the animation level. The 'follow cursor' option (at one extreme of the spectrum) attempts to always center the cursor within the image.
3. **Adjust Scale**
   Select this option to let Demo Builder choose the best scale. When doing this Demo Builder always attempts to prevent any undesired stretching of the image.
4. **Add Border**
   Add a border to your image. A border is useful to distinguish the image from the background of the movie.
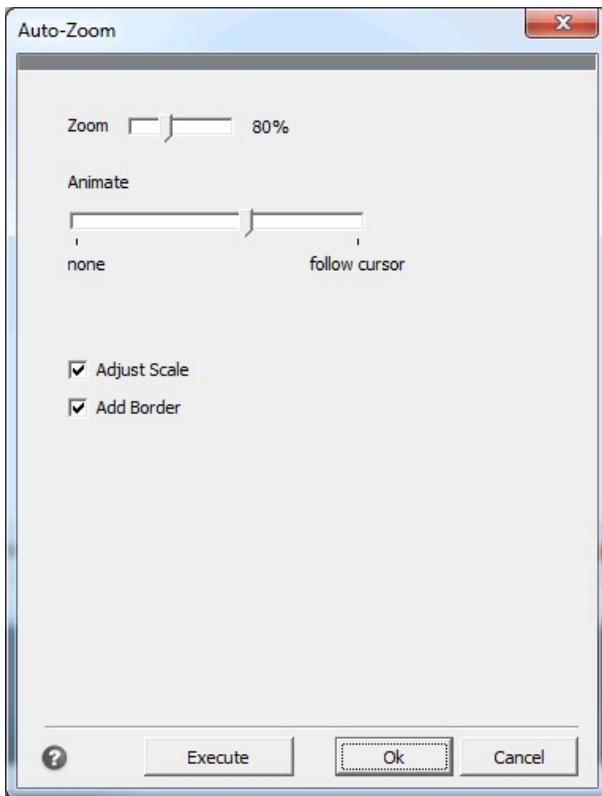
See also

Home > Auto > Auto-Rotate

Auto-Rotate

Auto-Rotate adds Transformations which rotate the image according to your mouse movements.

1. **Rotate Y**
Select this option to rotate the image on the Y-axis. Drag the slider to determine the maximum rotational angle.
2. **Rotate X**
Select this option to rotate the image on the X-axis. Drag the slider to determine the maximum rotational angle.
3. **Animate**
Select the animation level. The 'follow cursor' option (at one extreme of the spectrum) attempts to constantly rotate the image wherever the cursor moves.
4. **Adjust Scale**
Select this option to assure that the image always remains within the Canvas.
5. **Add Reflection**
Select this option to add a reflection effect to the image.
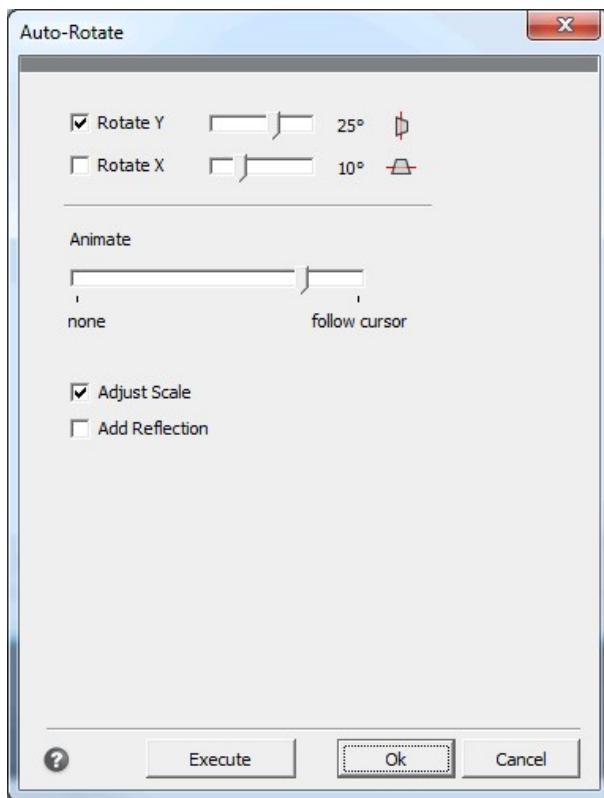
See also

Auto-Text
Auto-Highlight
Auto-Interact
Auto-Zoom
Reset Timeline

Reset Timeline

Click the **Reset Timeline** menu item to delete all objects and transformations. Resetting the Timeline will also restore the original length (timing) as established at capture time. This is helpful if you are testing any Auto-Functions features. For example, imagine that you had added Balloons with the Auto-Text function and then decided that you no longer desired these. Resetting the Timeline will eliminate these and restore the original values.
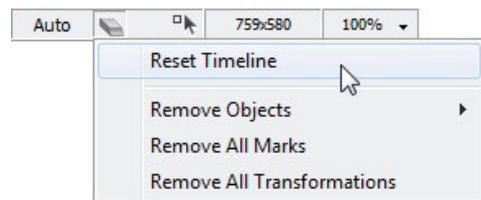
Note: This operation cannot be undone.

See also

Auto-Text
Auto-Highlight
Auto-Interact
Auto-Zoom
Auto-Rotate

Export

Demo Builder offers multiple Build and Export options for your movies. Save, Share and Distribute in multiple formats to make sure that you get your message across to the widest audience possible.

Format	Destination

See also

Welcome
Introduction
Create new movie
Record the screen
Movie
Scenes
Cursors
Tools
Timeline
Transformations
Interactivity
Add voice-over narration
Security
Auto
Miscellaneous
Extras
FAQ
Contact

Format

Demo Builder allows you to export movies in the following file formats : Flash, H264, HTML5, Audio Video Interleave, Windows Media Video, MPEG4 , Standalone, Image Files and Word Document.

Flash	H264	HTML5	Audio Video Interleave	Windows Media Video	MPEG4

Google WebM	Standalone	Image Files	Word Document	Help me choose

See also

Destination

Flash

Flash is an extremely popular format for playing animated video, particularly over the internet. The Flash player plugin is installed in virtually all internet browsers, so this format is widely compatible with PC and Macs.

Exporting in Flash format actually creates 3 separate files: a SWF file, a HTML file and a file called swfobject.js. The SWF (Flash) file is your actual movie, the HTML file is a web page that will display your movie, and the swfobject .js file is used to properly display the Flash movie in Internet Explorer. Once you export in Flash Movie format, you should upload all 3 files to your web server, thus publishing your movie on the internet.

1. **SWF - File Name**
   Enter flash(.swf) file name. You do not need to include the filename extension (.swf).

   ⊞ Flash Options...
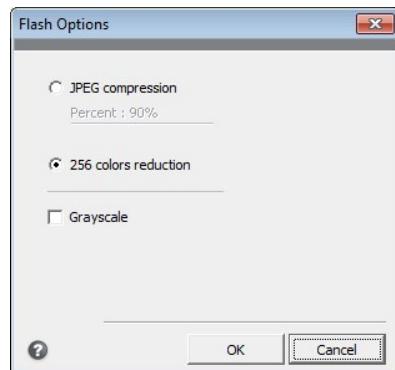
   You should select the first option (JPEG Compression) if you created your movie by importing image files. Doing so will render the best quality movie possible, however, the size of the Flash file will also consequently increase.

   The second option is recommended in the case that your movie was created using either the 'Take screen shot' or 'Full-Motion recording' method.

   Select 'Grayscale' if would like to render your movie in grayscale.

2. **HTML**
   This option exports the HTML code necessary to add a Flash(.swf) file to a web page.
3. **HTML - File Name**
   Enter html file name. You do not need to include the filename extension (.html).

   ⊞ Edit HTML Content

   You are free to edit the HTML content however you see fit (to display the movie within a custom HTML web page of your choosing).

   However, the HTML file also contains the following special code that should not be altered:

   <!--NAME-->
   <!--STYLE-->
   <!--SCRIPT-->
   <!--MOVIE-->

4. **HTML - Color**
   Select the background color of the page.
5. **HTML - Adjust Size**
   You can change the size of the flash movie to fit your specifications. Moreover, you may choose to have the flash movie fit the browser window or you can specify new dimensions.

   Note: Please understand that there are differences between 'movie resizing' and 'html movie resizing'. The 'html movie resizing' option attempts to stretch the movie to comply with the dimensions specified, while also maintaining the previous aspect ratio. However, this option may distort your movie if drastically downscaling.

6. **Learning Management System**
   Select this option if you want to upload your movie to an LMS. (e.g. Moodle)
   Demo Builder is fully compliant with SCORM 1.2/2004 and AICC Learning Management Systems.

   Check the 'Zip Files' box to compress all the files into a single zip file.
   e.g. moviename_aicc.zip, moviename_scorm12.zip, moviename_scorm2004.zip

   ⊞ SCORM Manifest file
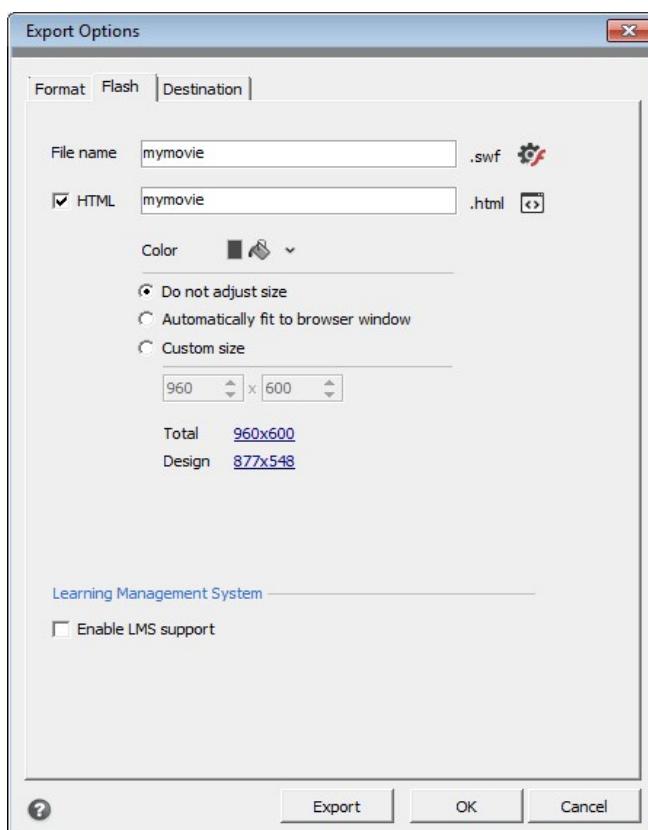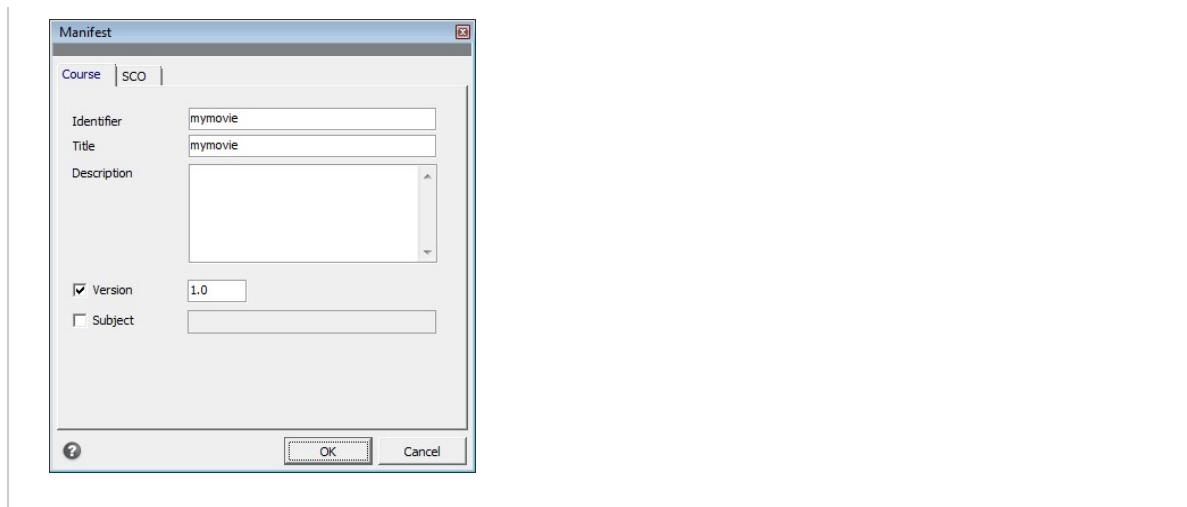
See also

H264

The H264 format is setting the standard for video files played on the internet due to its added image clarity and reduced file size. This format is thus recommended for movies of a longer length.

Exporting in this format brings multiple advantages, such as: a progressive download feature (the movie is loaded while playing), compatibility with the iPad, iPod and iPhone.

That being said, using this format does partially reduce interactivity. In other words, the buttons, edit zones and click zones can no longer capture mouse or keyboard inputs, although all of the Start-End properties are still available if a HTML/SWF player is attached (see below). Should you want a fully interactive movie, the Flash format is still the best.

Note: Those running Windows XP or Vista must have Apple QuickTime installed on their machines to export in this format. However, once the movie is exported, the end-user does not require Apple QuickTime to view the movie.

1. **H264 - File Name**
   Enter H264(.mp4) file name. You do not need to include the filename extension (.mp4).

   ⊞ H264 Options...

   Video Quality
   Select the video quality. A higher quality will increase the resulting file size.

   Adjust Size
   You can adjust the size of the movie to fit your specifications.

   No Audio
   Selecting this option will eliminate all audio from your movie

   Note: Please understand that there are differences between 'movie resizing' and the above option. This option attempts to stretch the movie to comply with the dimensions specified, while also maintaining the previous aspect ratio.

2. **HTML**
   This option creates three additional files: a SWF file, a HTML file and a file called swfobject.js. The SWF (Flash) file is used to play the mp4 file, the HTML file is a web page that will display your movie, and the swfobject .js file is used to properly display the Flash movie in Internet Explorer. Once you export in this format, you should upload all 4 files(mp4,html,swf,js) to your web server, thus publishing your movie on the internet.

3. **HTML - File Name**
   Enter html file name. You do not need to include the filename extension (.html).

   ⊞ Edit HTML Content

   You are free to edit the HTML content however you see fit (to display the movie within a custom HTML web page of your choosing).

   However, the HTML file also contains the following special code that should not be altered:

   <!--NAME-->
   <!--STYLE-->
   <!--SCRIPT-->
   <!--MOVIE-->

4. **HTML - Color**
   Select the background color of the page.

5. **HTML - Adjust Size**
   You can change the size of the flash movie to fit your specifications. Moreover, you may choose to have the flash movie fit the browser window or you can specify new dimensions.

   Note: Please understand that there are differences between 'movie resizing' and 'html movie resizing'. The 'html movie resizing' option attempts to stretch the movie to comply with the dimensions specified, while also maintaining the previous aspect ratio. However, this option may distort your movie if drastically downscaling.

6. **Learning Management System**
   Select this option if you want to upload your movie to a LMS. (e.g. Moodle)
   Demo Builder is fully compliant with SCORM 1.2/2004 and AICC Learning Management Systems.

   Check the 'Zip Files' box to compress all the files into a single zip file.
   e.g. moviename_aicc.zip, moviename_scorm12.zip, moviename_scorm2004.zip

Note: The video's dimensions will be adjusted as follows: in H264 format the dimensions must be divisible by a factor of 16. Demo Builder will automatically adjust your movie's size if it does not comply with the above specifications.

See also

Flash

Home > Export > Format > HTML5

HTML5

Export in HTML5 format is recommended if you would like your movie to be viewed on an iPad or iPhone. That being said, the export in HTML5 actually allows your movie to be viewed on any device, including PCs, Macs, tablets, and cellphones.

The export in this format creates two video files (mp4 and webm) which are played in an HTML5 webpage using the tag VIDEO. Two files are created because some browsers can play one of the file types (mp4) while others only support the other (webm), as can be seen from the following table:

	MP4	WebM
Internet Explorer 9+	✔	✘
Chrome 6+	✔	✔
Firefox 3.6+	✘	✔
Safari 5+	✔	✘
Opera 10.6+	✘	✔

That being said, using this format does partially reduce interactivity. In other words, the buttons, edit zones and click zones can no longer capture mouse or keyboard inputs, although all of the Start-End properties are still available. Should you want a fully interactive movie, the Flash format is still the best.

Note: Those running Windows XP or Vista must have Apple QuickTime installed on their machines to export in this format. However, once the movie is exported, the end-user does not require Apple QuickTime to view the movie.

1. **MP4,WebM - File Name**
   Enter MP4 and WebM file name. You do not need to include the filename extension (.mp4 or .webm).
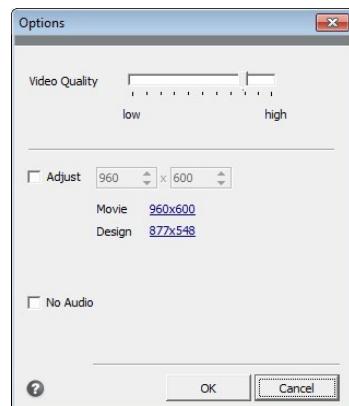
   ⊞ MP4/WebM Options...

   Video Quality
   Select the video quality. A higher quality will increase the resulting file size.

   Adjust Size
   You can adjust the size of the movie to fit your specifications.

   No Audio
   Selecting this option will eliminate all audio from your movie

   Note: Please understand that there are differences between 'movie resizing' and the above option. This option attempts to stretch the movie to comply with the dimensions specified, while also maintaining the previous aspect ratio.

2. **HTML**
   This option creates four additional files: html5 file, html5db.js, html5db.css, html5db.png. The last three files are common and can be shared by any movie exported in HTML5 format. Once you export in this format, you should upload all 6 files(mp4, webm, html5 file, html5db.js, html5db.css, html5db.png) to your web server, thus publishing your movie on the internet.
3. **HTML - File Name**
   Enter html file name. You do not need to include the filename extension (.html).

   ⊞ Edit HTML Content

You are free to edit the HTML content however you see fit (to display the movie within a custom HTML web page of your choosing).

However, the HTML file also contains the following special code that should not be altered:

<!--NAME-->
<!--STYLE-->
<!--SCRIPT-->
<!--MOVIE-->

4. **HTML - Color**
   Select the background color of the page.

5. **HTML - Adjust Size**
   You can change the size of the flash movie to fit your specifications. Moreover, you may choose to have the flash movie fit the browser window or you can specify new dimensions.

   Note: Please understand that there are differences between 'movie resizing' and 'html movie resizing'. The 'html movie resizing' option attempts to stretch the movie to comply with the dimensions specified, while also maintaining the previous aspect ratio. However, this option may distort your movie if drastically downscaling.

6. **Learning Management System**
   Select this option if you want to upload your movie to a LMS. (e.g. Moodle)
   Demo Builder is fully compliant with SCORM 1.2/2004 and AICC Learning Management Systems.

   Check the 'Zip Files' box to compress all the files into a single zip file.
   e.g. moviename_aicc.zip, moviename_scorm12.zip, moviename_scorm2004.zip

⊞ SCORM Manifest file

Note: The video's dimensions will be adjusted as follows: in H264 and WebM format the dimensions must be divisible by a factor of 16. Demo Builder will automatically adjust your movie's size if it does not comply with the above specifications.

See also

Flash
H264
Audio Video Interleave
Windows Media Video
MPEG4
Google WebM
Standalone
Image Files
Word Document
Help me choose

Audio Video Interleave

This option is particularly useful for exporting movies of longer length. It is also recommended if you intend to publish your movie on video sharing websites, such as YouTube and Metacafe or if you want to import the video file in a video editing software.

AVI is a popular video file format. Each AVI file is encoded with a 'codec' (such as DivX or Cinepak) that compresses the video data on export and decompresses it for viewing in movie playing software. When you export in AVI format, you will also have to pick a codec to encode with from the list of those installed on your PC.

1. **File Name**
   Enter the video file name. You do not need to include the filename extension(.avi).
2. **Adjust Size**
   You can adjust the size of the movie to fit your specifications.

   Note: Please understand that there are differences between 'movie resizing' and the above option. This option attempts to stretch the movie to comply with the dimensions specified, while also maintaining the previous aspect ratio.

3. **No Audio**
   Selecting this option will eliminate all audio from your movie.
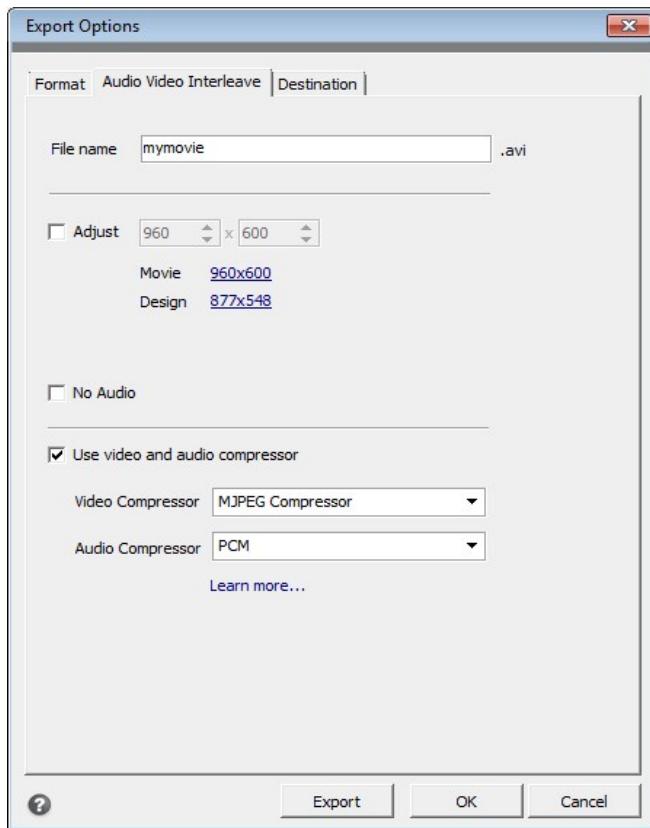
See also

Windows Media Video

This option is particularly useful for exporting movies of longer length. It is also recommended if you intend to publish your movie on video sharing websites, such as YouTube and Metacafe.

WMV format is commonly used for movie playback on Windows PCs. The software required to playback WMV files is installed on most Windows PCs.

1. **File Name**
   Enter the video file name. You do not need to include the filename extension(.wmv).
2. **Adjust Size**
   You can adjust the size of the movie to fit your specifications.

   Note: Please understand that there are differences between 'movie resizing' and the above option. This option attempts to stretch the movie to comply with the dimensions specified, while also maintaining the previous aspect ratio.

3. **No Audio**
   Selecting this option will eliminate all audio from your movie.
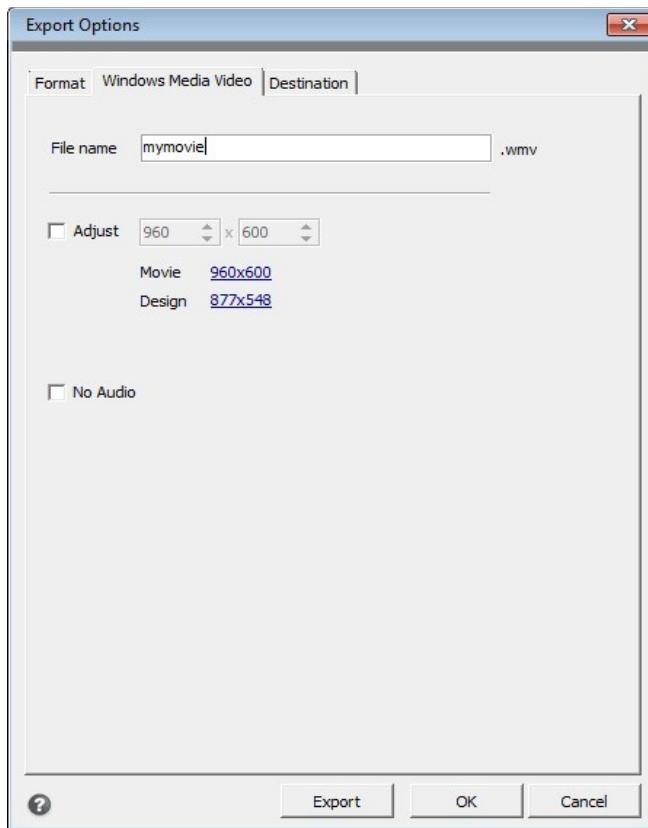
Note: Depending on the option chosen, the video's dimensions will be adjusted as follows: in WMV format the dimensions must be divisible by a factor of 2. Demo Builder will automatically adjust your movie's size if it does not comply with the above specifications.

Embedding a wmv file in your web page

Embedding a video file is achieved by inserting a block of code in the web page's HTM. The example below shows the code for embedding a Windows Media file. Note that it uses two tags: <object> and <embed>. This is to enable maximum browser compatibility.You will need to set the file name (and other attributes if required) for both tags. Use *true or false* for the <object> tag, *1 or 0* for the <embed> tag.

To get started, all you have to do is copy the code below into your web page and replace 'mymovie.wmv' with your own file name.

```
<OBJECT ID="MediaPlayer" WIDTH="800" HEIGHT="600" CLASSID="CLSID:22D6F312-B0F6-11D0-94AB-0080C74C7E95"
STANDBY="Loading Windows Media Player components..." TYPE="application/x-oleobject">
<PARAM NAME="FileName" VALUE="mymovie.wmv">
<PARAM name="autostart" VALUE="false">
<PARAM name="ShowControls" VALUE="true">
<param name="ShowStatusBar" value="false">
<PARAM name="ShowDisplay" VALUE="false">
<EMBED TYPE="application/x-mplayer2" SRC="mymovie.wmv" NAME="MediaPlayer"
WIDTH="800" HEIGHT="600" ShowControls="1" ShowStatusBar="0" ShowDisplay="0" autostart="0"> </EMBED>
</OBJECT>
```

See also

Flash
H264
HTML5
Audio Video Interleave
MPEG4
Google WebM
Standalone
Image Files
Word Document
Help me choose

MPEG4

This option is particularly useful for exporting movies of longer length. It is also recommended if you intend to publish your movie on video sharing websites, such as YouTube and Metacafe.

MP4 can be played back on Windows PCs that have the QuickTime player, which is often installed with iTunes. They can also be played back on virtually all Macs, but the format is not widely compatible with Linux.

1. **File Name**
   Enter the video file name. You do not need to include the filename extension(.mp4).
2. **Adjust Size**
   You can adjust the size of the movie to fit your specifications.

   Note: Please understand that there are differences between 'movie resizing' and the above option. This option attempts to stretch the movie to comply with the dimensions specified, while also maintaining the previous aspect ratio.

3. **No Audio**
   Selecting this option will eliminate all audio from your movie.
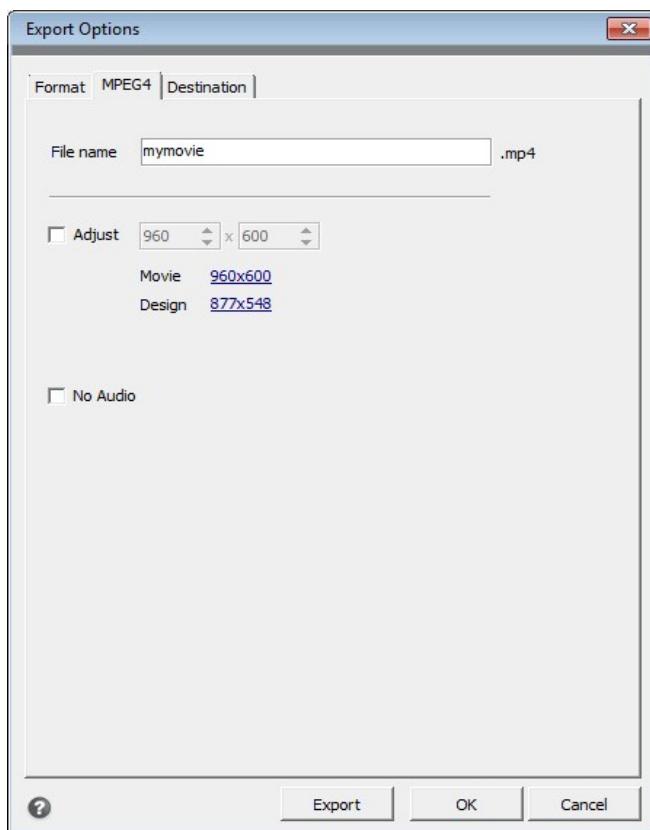
Note: The video's dimensions will be adjusted as follows: in MPEG4 format the dimensions must be divisible by a factor of 16. Demo Builder will automatically adjust your movie's size if it does not comply with the above specifications.

See also

Flash
H264
HTML5
Audio Video Interleave
Windows Media Video
Google WebM
Standalone
Image Files
Word Document
Help me choose

Google WebM

This option is particularly useful for exporting movies of longer length. It is also recommended if you intend to publish your movie on video sharing websites, such as YouTube and Metacafe.

WebM is an audio-video format designed to provide royalty-free, open video compression for use with HTML5 video. The project's development is sponsored by Google Inc.

1. **File Name**
   Enter the video file name. You do not need to include the filename extension(.webm).
2. **Adjust Size**
   You can adjust the size of the movie to fit your specifications.

   Note: Please understand that there are differences between 'movie resizing' and the above option. This option attempts to stretch the movie to comply with the dimensions specified, while also maintaining the previous aspect ratio.

3. **No Audio**
   Selecting this option will eliminate all audio from your movie.
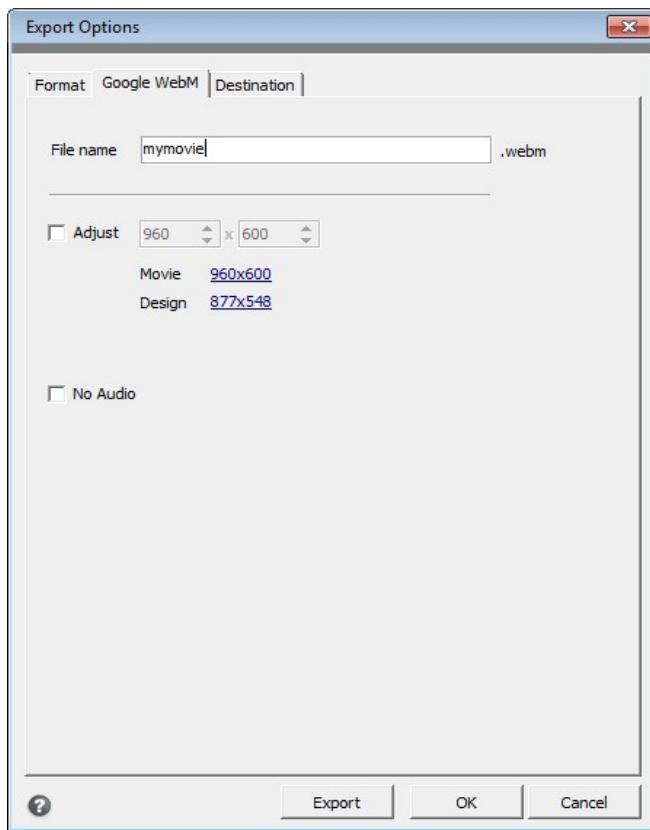
Note: The video's dimensions will be adjusted as follows: in WebM format the dimensions must be divisible by a factor of 2. Demo Builder will automatically adjust your movie's size if it does not comply with the above specifications.

See also

Flash
H264
HTML5
Audio Video Interleave
Windows Media Video
MPEG4
Standalone
Image Files
Word Document
Help me choose

Standalone

Demo Builder exports an executable file that runs on Windows PCs to display the movie. It requires no extra software to be installed on a PC and is compatible with Windows 2000 and above, but it will not run on Mac OS X or Linux.

1. **File Name**
   Enter the standalone file name. You do not need to include the filename extension.
2. **Title**
   Enter the window's title.
3. **Full Screen**
   Check this option to execute running the application in full screen mode.
4. **Create autorun for CD**
   AutoRun is a feature of the Microsoft Windows operating system. When users insert an AutoRun-enabled compact disc into their CD-ROM drive, AutoRun automatically runs an application on the CD-ROM. This option creates an 'autorun.inf' file that has to be burned on the CD along with the standalone file.
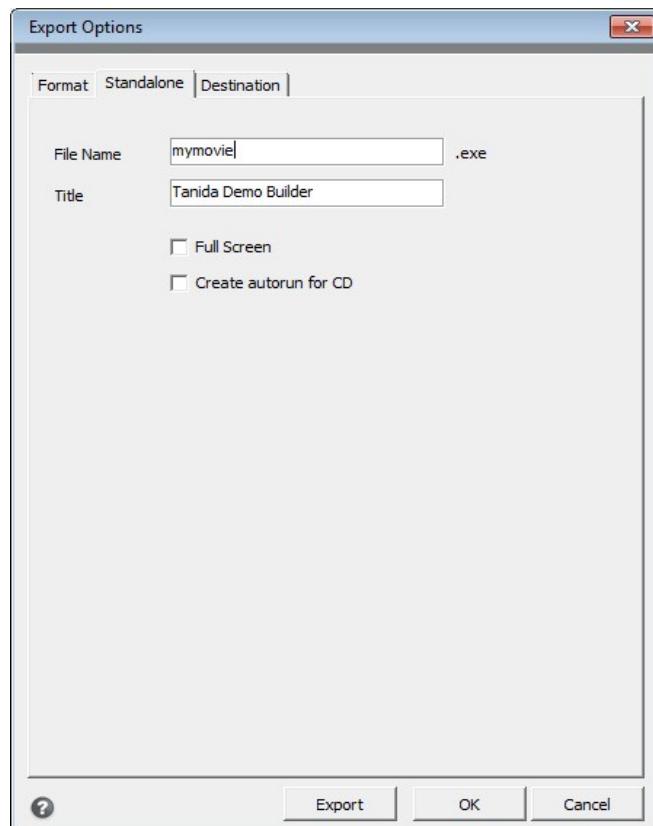
See also

Flash
H264
HTML5
Audio Video Interleave
Windows Media Video
MPEG4
Google WebM
Image Files
Word Document
Help me choose

Video

The release of Version 8.0 also brings with it a new feature! Now you are able to export your movie in Video format. This option is particularly useful for exporting movies of longer length. It is also recommended if you intend to publish your movie on video sharing websites, such as YouTube and Metacafe.

1. **File Name**
   Enter the video file name. You do not need to include the filename extension.
2. **Format**
   Select your desired movie format :
   Audio Video Interleave(AVI), Windows Media Video(WMV), MPEG-4(MP4)

AVI	AVI is a popular video file format. Each AVI file is encoded with a 'codec' (such as DivX or Cinepak) that compresses the video data on export and decompresses it for viewing in movie playing software. When you export in AVI format, you will also have to pick a codec to encode with from the list of those installed on your PC.
WMV	WMV format is commonly used for movie playback on Windows PCs. The software required to playback WMV files is installed on most Windows PCs.
MP4	MP4 can be played back on Windows PCs that have the QuickTime player, which is often installed with iTunes. They can also be played back on virtually all Macs, but the format is not widely compatible with Linux.

Note: Depending on the option chosen, the video's dimensions will be adjusted as follows: in AVI fomat there will be no changes, in WMV format the dimensions must be divisible by a factor of 2, in MP4 format the dimensions must be divisible by a factor of 16. Demo Builder will automatically adjust your movie's size if it does not comply with the above specifications.

3. **Adjust Size**
   You can adjust the size of the movie to fit your specifications.

   Note: Please understand that there are differences between 'movie resizing' and the above option. This option attempts to stretch the movie to comply with the dimensions specified, while also maintaining the previous aspect ratio.

4. **No Audio**
   Selecting this option will eliminate all audio from your movie.

See also

Image Files

Exporting in 'Image Files' format creates a sequence of image files. Optionally, you can also export an html file in order to display all of the images within a web page.

1. **Scenes**
   Specifies the specific scenes that need to be exported.
2. **Include hidden scenes**
   Check this option to include hidden scenes.
3. **Objects**
   Specify the objects that need to be included in a scene.

4. **Method**
Specify the method of generating the file names of the images.
'Automatic File Name' or 'Use Scene Name as File Name'
5. **Prefix**
Enter the file name prefix if the method is : 'Automatic File Name Format'
6. **Format**
Specify the format for all images.
BMP(Windows Bitmap), JPG(JPEG Image File), GIF(CompuServe GIF), PNG(Portable Network Graphics)
7. **Size**
Specify the size of the images.
Maintain Aspect Ratio, Reset To Original Size : set image size to movie size

8. **Export HTML**
This option exports a html file in order to display the image files within a web page.
9. **HTML Style**
Specifies the style in which you want to display the images.
'One image per page' or 'All images on page'
10. **HTML File Name**
Enter the html file name. You do not need to include the filename extension (.html).
Click '<>' button to edit the HTML content. The HTML file contains html code with the following special tags :
<% MOVIE NAME%> - Your Movie's Name - and - <%IMAGE FILES%> - An array of images
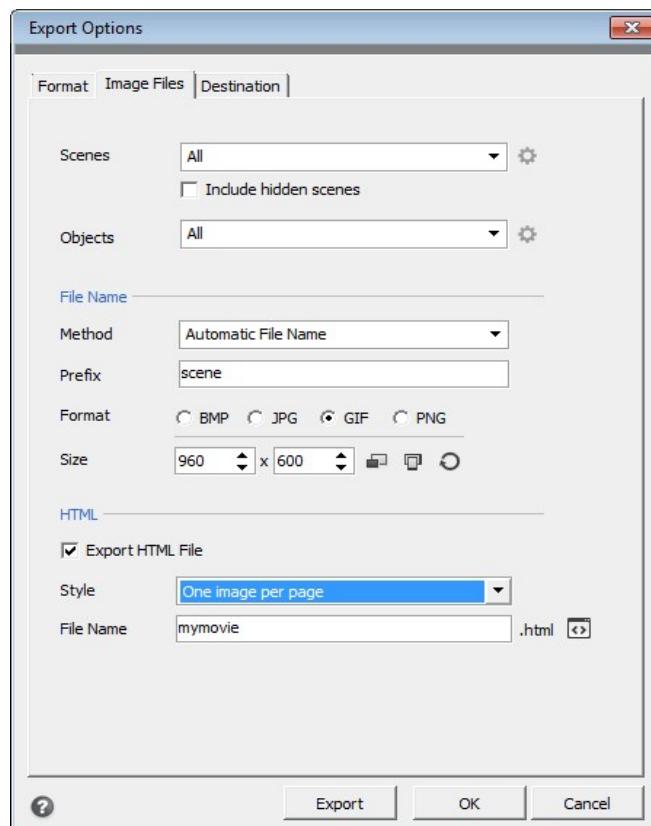
See also

Word Document

You can also publish your project in 'Microsoft Word DOC' format which will display your slides on printable pages in the format of your choosing. Choose to include cursor movements, text boxes and even blank lines so that students can take notes. Great for handouts !

1. **Scenes**
   Determine the specific scenes that need to be exported.
2. **Include hidden scenes**
   Check this option to include hidden scenes.
3. **Objects**
   Specify the objects that need to be included in a scene.

4. **File Name**
   Enter the document(.doc) file name. You do not need to include the filename extension (.doc).
5. **Frames per page**
   Rows by Columns
6. **Elements**
   'Scene Name', 'Blank lines for notes', 'Captions', 'Scene Notes'
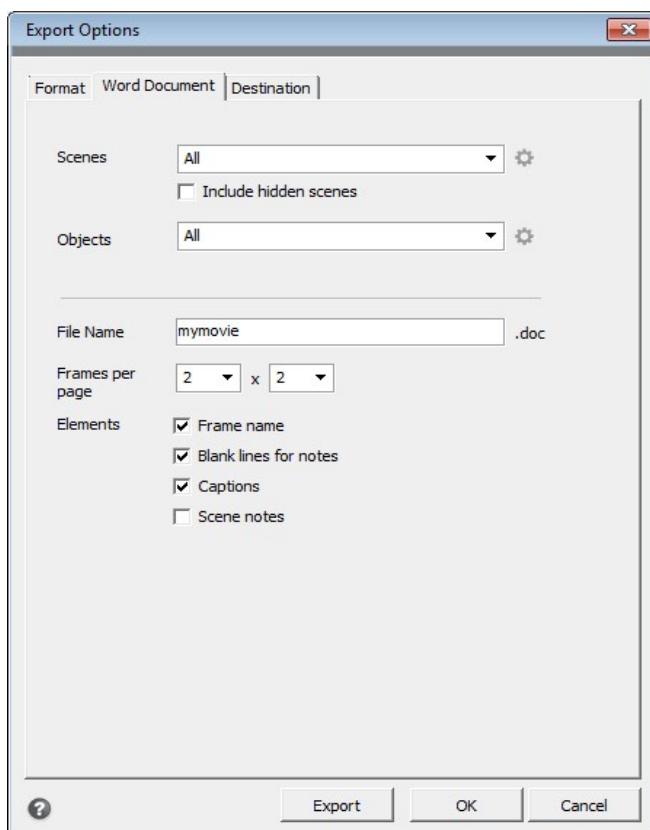
Note: Please note that Microsoft Word 2003 or later must be installed on your machine.

See also

Flash
H264
HTML5
Audio Video Interleave
Windows Media Video
MPEG4
Google WebM
Standalone
Image Files
Help me choose

Help me choose

The best format to choose depends on the end purpose and audience of your movie.

	Flash	H264	HTML5	AVI	WMV	MPEG4	WEBM	EXE
High quality	✔	✔	✔	✔	✔	✔	✔	✔
Small file size	✔	✘	✘	✘	✘	✘	✘	✔
Interactive objects	✔	✘	✘	✘	✘	✘	✘	✔
iPad, iPhone	✘	✔	✔	✘	✘	✔	✘	✘
YouTube	✘	✔	✘	✔	✔	✔	✔	✘
Suitable for the Internet	✔	✔	✔	✘	✘	✘	✔	✘
Limits(minutes)	15-20	None	None	None	None	None	None	15-20

1. Flash

In general, the best option is Flash format. Compared to other formats, Flash is advantageous in several regards: a smaller file size, high quality playback, allows end-user interactivity.

Flash is an extremely popular format for playing animated video, particularly over the internet. The Flash player plugin is installed in virtually all internet browsers, so this format is widely compatible with PC and Macs.

However, you should be aware that exporting in Flash format also has its drawbacks. We only recommend the export in Flash format option if your movie is less than 20 minutes in length and a maximum of 8 minutes per scene.

More in-depth explanation from Adobe :
http://kb2.adobe.com/cps/144/tn_14437.html

That being said, if your movie is longer than the recommended length for exports in Flash format yet you wish to export this in Flash format, it is still possible to do so — please see the link below to find out exactly how this can be done. In general, we advise that you do not create one overly long movie — instead, try to divide your movies into smaller 'sections' or 'chapters'. These smaller, individual movies can then be 'linked' together to give the appearance of a single movie if so desired.

How to link your movies together to give the appearance of a single movie

2. H264 - recommended for longer movies

For movies that are longer than 20 minutes, the export in H264 format option is often a better choice compared to Flash. The drawback is that H264 does not allow for end-user interactivity.

3. HTML5 - recommended for iPad,iPhone

The above two options both employ Flash to playback your movie. Since Flash is not supported on iOS devices, you must export in HTML5 format if your movie will be watched on an iPad or iPhone. The export in this format also allows your movie to be watched on any device, including PC, Macs, tablets, and cellphones.

The drawback is that interactivity is not supported. The export process will create two video files, which are played using the tag VIDEO in HTML5.

See also
Flash
H264
HTML5
Audio Video Interleave
Windows Media Video
MPEG4
Google WebM
Standalone
Image Files
Word Document

Destination

You can specify three destinations for your chosen file format : Save To Disk, Upload to FTP Server, Send To EMail.

Save To Disk   Upload To FTP Server   Send EMail

See also

Format

Save To Disk

Export your movie to your local hard drive.

1. **Location**
   Click the Browse icon and select the location on your hard drive or disk where the file is to be saved.
2. **Desktop**
   Click the Desktop icon to select the desktop as the saving location.
3. **Export in folder**
   When selecting this option, Demo Builder will create a special folder for each export type. For example, it will create the folder \My Movie\Flash\ if you export in Flash format or \My Movie\HTML5\ in you export in HTML5 format.
4. **Show summary upon export**
   Select this option to receive a report, after export is completed, containing the resulting file's size and dimensions.
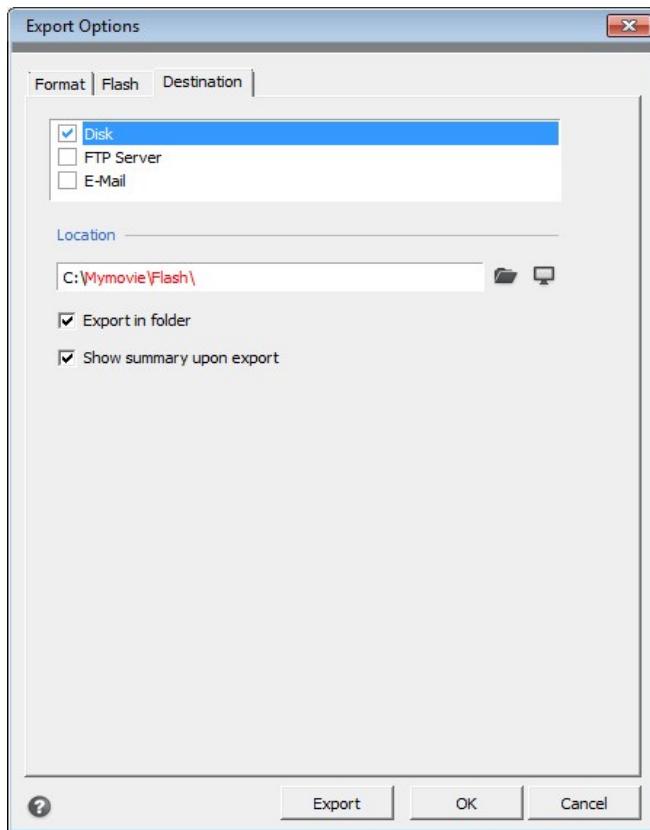
See also

Upload To FTP Server
Send EMail

Upload To FTP Server

Upload your movie to your website.

FTP Server

1. **Server**

Enter the address for the FTP server. (e.g. hostname.com or 02.352.67.162)
You can get this information from your ISP (Internet Service Provider) OR from the web server's administrator.

2. **Port**
   This is the port to connect to on the FTP website. This is normally 21, however, it may be something different if you are going through a firewall, or if the site administrator has assigned the FTP service to a non-standard port.

3. **Path**
   Enter the destination path for the file.

4. **Passive Mode**
   Passive transfers are necessary for some firewall and gateway configurations and when you get failed data channel errors.

5. **Username and Password**
   In the Username and Password boxes, enter the username and password assigned to you by the ISP or server administrator of the FTP site.

6. **Proxy**
   The Proxy and Port fields are not mandatory.

After Upload

1. **URL prefix**
   Enter a URL prefix which will be used when creating the full URL.

2. **Copy URL to Clipboard**
   Select this option to copy the URL to the clipboard. You will hear a distinct sound confirming the copy to the clipboard.

3. **Open in the default browser**
   Select this option if you would like the URL to be opened in your default browser once upload is completed.
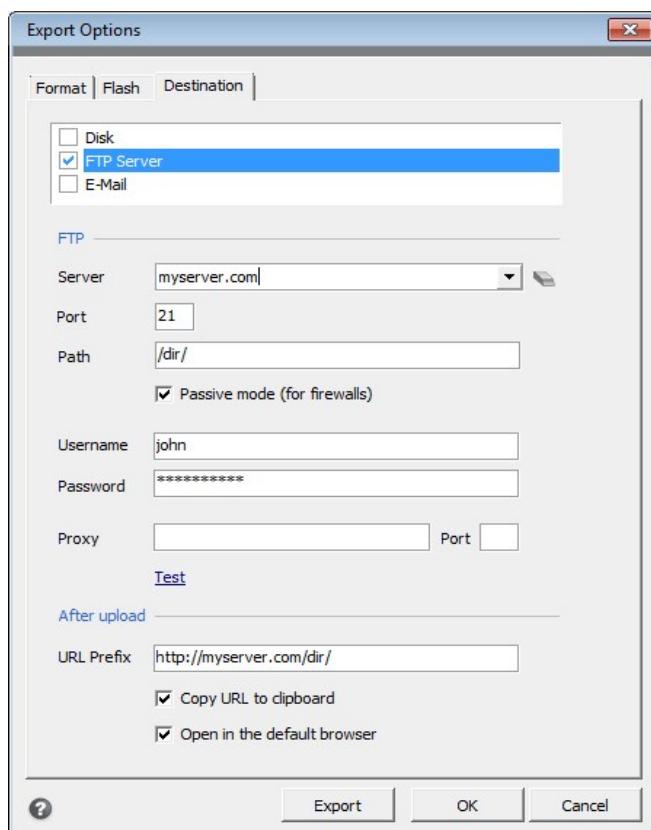

See also

Save To Disk
Send EMail

Send EMail

Send movie through email using an email client installed on your computer or an SMTP server.

1. **Use**
   Select one of the following options: Outlook, Outlook Express, Lotus Notes or SMTP server.
   If you select SMTP server, click the Configuration button in order to enter SMTP server details.

2. **Recipient**
   Enter the recipient's email address.

3. **Subject**
   Enter the default subject title.
4. **Body**
   Type your intended message for the recipient or leave the default message.
5. **Zip Files**
   Select this option to zip all files and send the zip file via email as attachment.
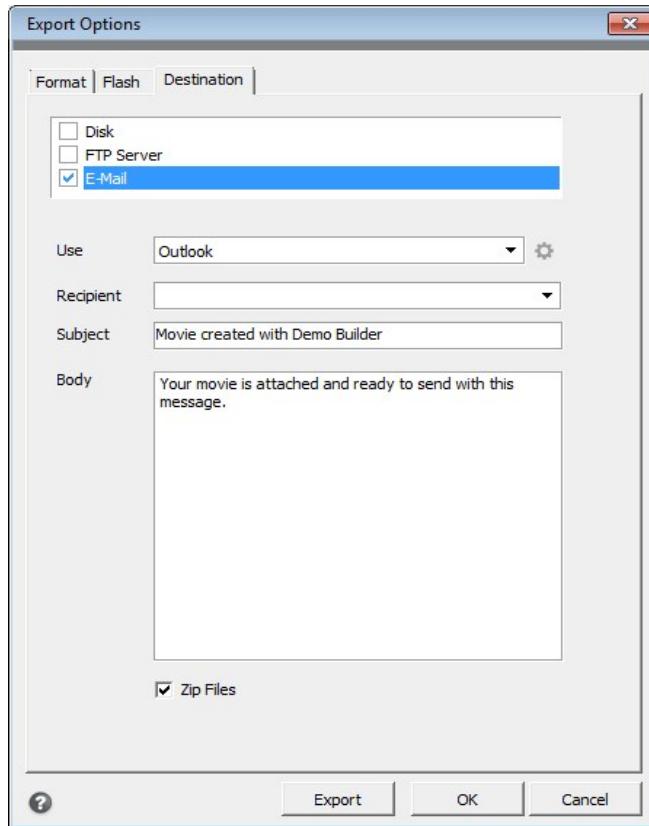
See also

Save To Disk
Upload To FTP Server

Home > Miscellaneous

Miscellaneous

| Personalize | Text-To-Speech | Preferences | Keyboard Shortcuts |

See also

Welcome
Introduction
Create new movie
Record the screen
Movie
Scenes
Cursors
Tools
Timeline
Transformations
Interactivity
Add voice-over narration
Security
Auto
Export
Extras
FAQ
Contact

Home > Miscellaneous > Personalize

Personalize

Immediately after recording your movie, a window (as seen below) appears giving you the opportunity to personalize your movie. Make sure that **Show the Personalize' Wizard Upon Capture** option is selected in the Preferences window. Similarly, you may also choose this option by right-clicking in the Thumbnails view and selecting the 'Personalize' menu item.
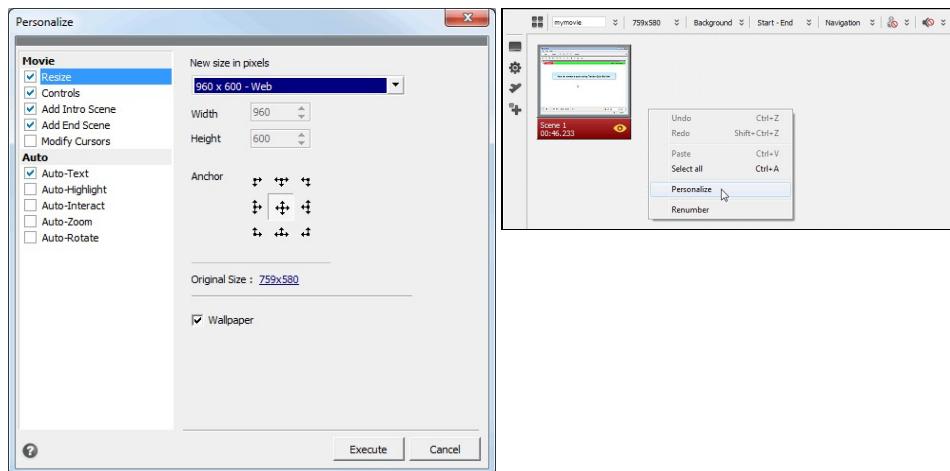
Please note that all of the following options can also be selected during the editing phase.

See also

Text-To-Speech
Preferences
Keyboard Shortcuts

Text-To-Speech

Demo Builder does not come with any pre-installed voices. Demo Builder actually makes use of the voices already installed on your machine. Depending on your operating system, you can choose from a variety of these.

Demo Builder also functions with voices acquired and installed from outside sources. We recommend those from ivona.com.

When exporting in Flash or Video format the speech is captured as a sound file. 'Text-to-Speech' is not required on the computer used to view the final presentation.

See also

Personalize
Preferences
Keyboard Shortcuts

Preferences

The Preferences window contains five tabs : General, Auto-Calculate, Text-To-Speech,Confirmation Messages and Defaults.

General Tab

1. **Check for update at start-up**
   Verify automatically that you are using the most up-to-date version of Demo Builder! Tick this box to check if any updates are available when Demo Builder starts (recommended).
2. **Show the 'personalize' wizard upon capture**
   Quickly personalize your movie by using 'Auto functions'-- insert a introduction scene,a ending scene, auto-text and more.
3. **Grid**
   Using for lining up images, cursors, notes and balloons within your movie's scenes.
4. **Progress Window**
   The Progress Window displays as your movie is being built.
   Pin : The progress window continues to display after Demo Builder completes compiling and stands ready to play the movie.
5. **Spelling Options**
   Demo Builder can check spelling and grammar errors according to your language specification. You can use more than one language dictionary. Simply tick the relevant option box(es) as desired.
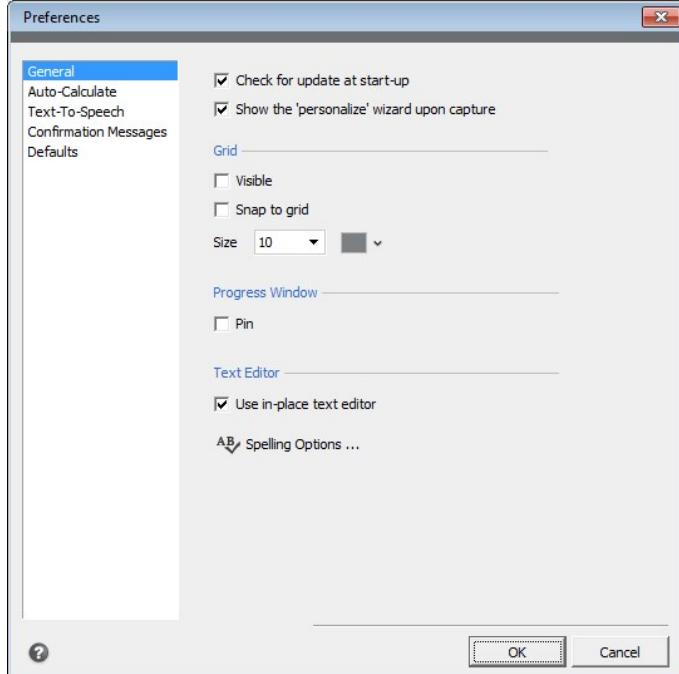
Auto-Calculate Tab

1. **Auto-Calculate Size**
   You can use this option to have Demo Builder automatically estimate how large the text boxes (e.g. notes and balloons) should be.
2. **Auto-Calculate Time**
   You can use this option to have Demo Builder automatically estimate how long each text box (e.g. notes and balloons) should be displayed in the Timeline. This is based on the "words per minute" reader profile.
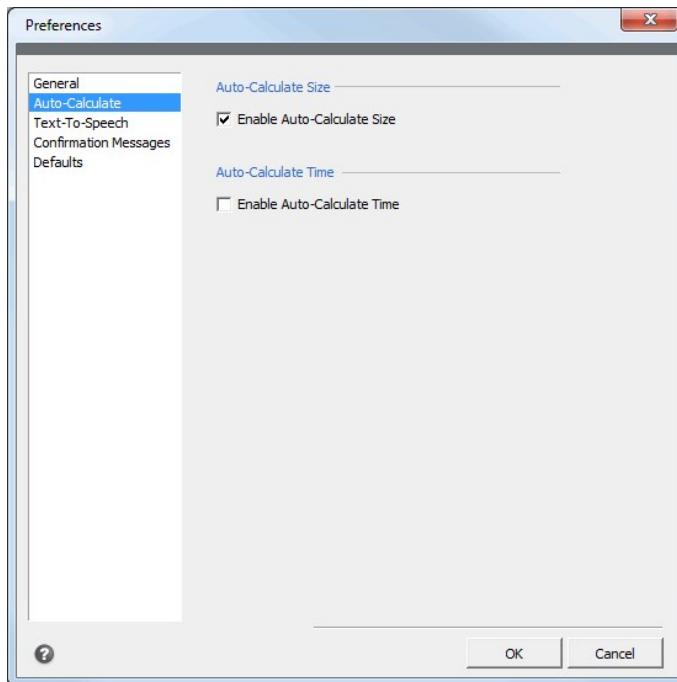
Text-To-Speech Tab

1. **Voice**
   Click on this combination box to change the default voice.
2. **Volume**
   Determine volume. (0-100)
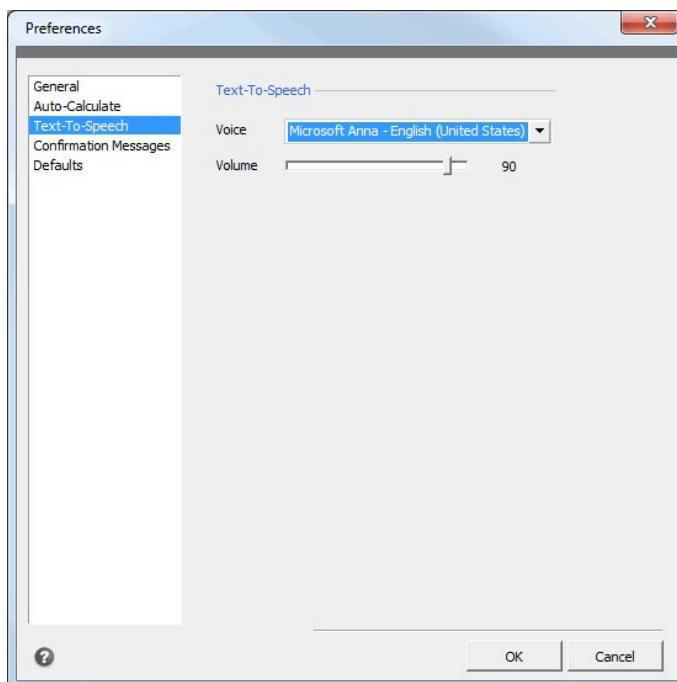
Confirmation Message Tab

When a box is checked from the list of options, Demo Builder will ask for confirmation of the corresponding actions when necessary.

Example:

- From the Preferences Wizard, Confirmation Messages tab, ensure that the 'Delete scenes' option is checked.
- Then click on a Scene within your movie and press the Delete key on your keyboard.
- Demo Builder displays a confirmation message.
- Click 'Yes' to confirm or 'No' to leave the scene in your movie.
- If you check the box 'Don't Show Again', the Delete Scenes option in the preference wizard is auto-unchecked and Demo Builder will not request confirmation of this action until you re-check this in your preference wizard.
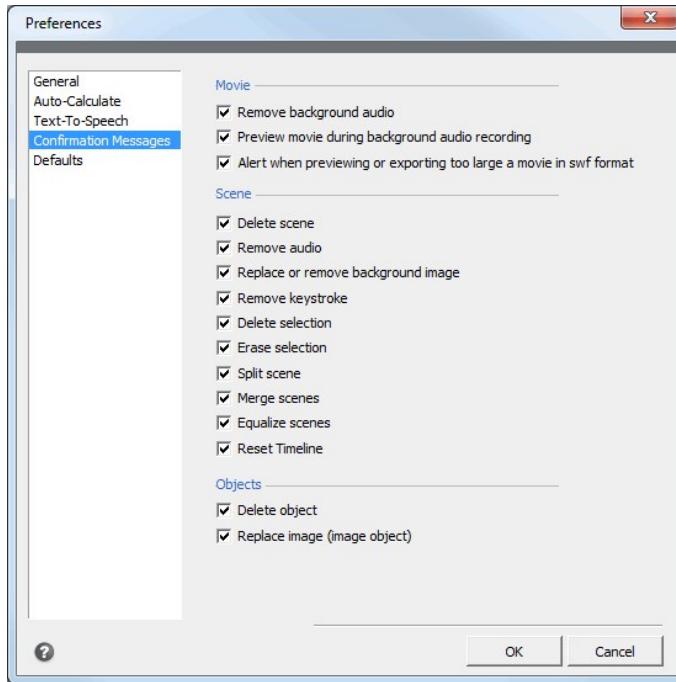
Defaults Tab

1. **Font**
   Set the default font name and size.
2. **Style**
   Set the default balloon, note, edit zone and button style.
3. **Duration**
   This sets the default duration a new Scene or Object will be displayed for during a movie. For example, if the initial interval in preferences is set to 3 seconds, it means that objects you insert in your movies' scenes will be displayed for 3 seconds when the movie runs. You can adjust this default time manually in the Timeline.
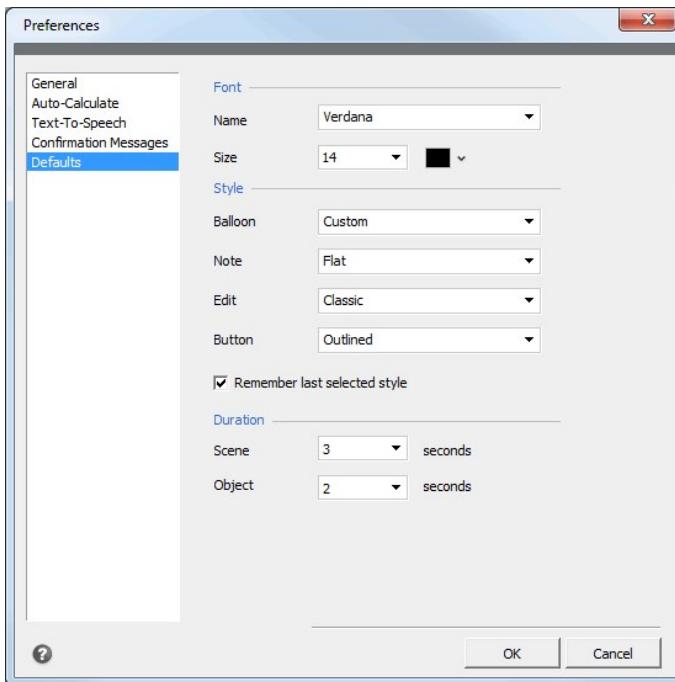
See also

Personalize
Text-To-Speech
Keyboard Shortcuts

Keyboard Shortcuts

The following **Keyboard Shortcuts** are available throughout Demo Builder :

Key	Action
CTRL-O	Open Project
CTRL-S	Save Project
F10	Export Project
F11	Share Movie
CTRL-Z	Undo
SHIFT-CTRL-Z	Redo
CTRL-C	Copy object or scene
CTRL-V	Paste object or scene
Del	Delete object or scene
CTRL-A	Select all objects or scenes
F5	Home(see all scenes)
ENTER	Edit Scene
F8	Preview Scene(s)
F9	Preview Movie
F6	Previous Scene
F7	Next Scene
B	Insert Balloon
N	Insert Note
T	Insert Text Area
X	Insert Animated Text
R	Insert Rectangle
L	Insert Ellipse
F	Insert Image (from file)

P	Insert Image (from cliparts)
H	Insert Image (take screenshot)
C	Insert Cursor
E	Insert Edit Zone
U	Insert Button
Z	Insert Click Zone
A	Insert Animation
V	Insert Flash Video
O	Insert Zoom Area
S	Insert Blur Area
K	Insert Hotkey

When playing a movie the following PlayerBar keyboard shortcuts are available :

Key	Action
Home	Back to First Scene
Space	Pause/Play
Left Arrow	Previous Scene
Right Arrow	Next Scene
M	Audio On/Off
I	Info

See also

Personalize
Text-To-Speech
Preferences

Extras

These additional tools are found by clicking on the Extras menu item from the main menu.

Aggregator

Upload To Could Storage

Upload To YouTube

SWF To Video Converter

See also

Aggregator

With Aggregator you can link together multiple swf, flv, or mp4 files. The resulting file will include a table of contents, on the left side of the window, playing your movies one after another, just as you'd like. The Aggregator can export the resulting file in either Flash or EXE file formats.

To launch the Aggregator tool, select from the Demo Builder main menu 'Extras', and then the 'Aggregator' menu item.The user interface contains two tabs : 'Playlist' and 'Customize'.
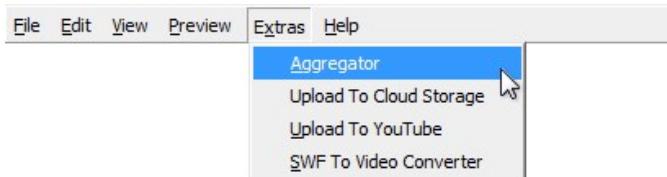
Playlist Tab

To add items click the 'plus shaped' button. You can give a caption and file name to each item. Click the 'Browse' bottom to select a file, or simply enter the file's name in the corresponding field. Click the 'Submenu' item in order to create your Table of Contents (seen as a 'tree'). To remove an item, click the 'minus shaped' button or press the 'Delete' key.To change the order of the items, drag and drop as needed.

Drag & drop files - the easiest way to add items !
You can easily add items from your desktop directly to your Aggregator project.

Customize Tab

The file generated by the Aggregator is composed of several elements : Menu-- level 1, level 2 ,level 3 | and | Item-- title, spacer , and video area. By selecting one of these elements, you may customize its properties using the top panel. When none of these elements are selected, you can then change the general settings of the Aggregator: dimensions, page color, border color, drop shadow, and auto-play(the next movie will be played in descending order, one after another). Clicking on the 'Dimensions' label will bring up a window where the Aggregator's size and video's position

can be further edited. The dimensions in which the movie will be displayed is calculated automatically, and displayed in red in the top right hand side (of the video area). Movies which do not fit in the given dimensions will have their original dimensions reduced, maintaining the same aspect ratio, to fit the needed dimensions.

Should you like, you can add a default set of 'customizations' by right-clicking on an empty space and selecting "Set as default". From the same popup menu, clicking 'Reset' will rollback to the default settings.

Please note that the dimensions in design time do not correspond to those used in the generated file (e.g. the menu's width never changes). These dimensions are only used for operative purposes.
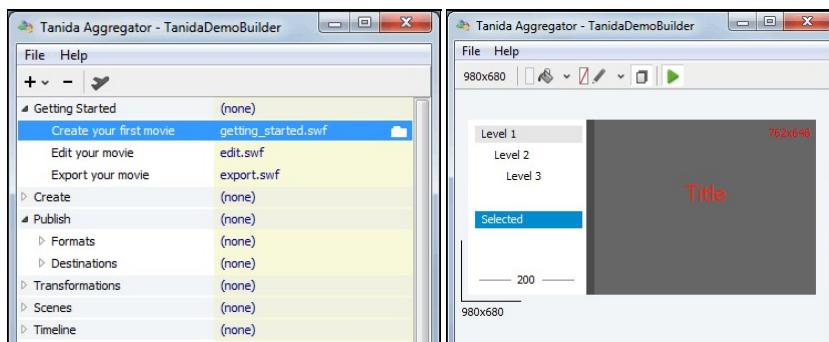
Exporting your Aggregator project

The file generated by the Aggregator may be exported in one of two formats: Flash or EXE format. The file(s) exported by the Aggregator will be placed in the same folder as your '.aggregator' file. That being said, you must save the project (the '.aggregator' file) before you can export this. To export, click 'File' on the menu bar, 'Export', and then choose the format desired. You may also use the hotkeys F9 (Flash format) or F10 (EXE format). When exporting in Flash, three files will be generated: HTML,SWF, and JS file. When exporting in EXE format, only a single EXE file will be created.

Important: The resource files which the Aggregator uses (calls upon) must be located alongside in the same folder as the files exported by the Aggregator tool. For example, in the above screenshot, the files 'intro.mp4', 'takescreenshots.swf', and 'fullmotion.swf' must all be located in the same folder as the files exported by the Aggregator tool.

Should this condition not be met, the Aggregator will display the following message "URL not found!".

Start playing a particular item, as specified

By default, the Aggregator will start playing the first item should the 'Auto-Play' option be selected. However, there may also be cases where you need the Aggregator to begin by playing an item other than the first one listed (in the corresponding 'tree' view). In this case, you have two options:

1. **URL Parameter**
   http://domain.com/myaggregatorfile.html?startindex=xxx
2. **Using FlashVars**
   FlashVars="startindex=xxx"
   To read more about FlashVars, click here.

Where 'xxx' represents the tree item's number (in descending order, beginning at the top). The first item in the 'tree' view has a '1' startindex value. For example, in the screenshots above, the 'Take screen shots' item has a '3' startindex value, 'Full motion' a '4', and so forth.

See also

Upload To Could Storage
Upload To YouTube
SWF To Video Converter

Upload To Could Storage

With Upload to Cloud Storage tool, you can upload your movies to DropBox, GoogleDrive or SkyDrive.

To launch the Upload To Cloud Storage tool, select from the Demo Builder main menu 'Extras', followed by the 'Upload To Cloud Storage' menu item. You can also click the 'Share' button from the Thumbnail View.
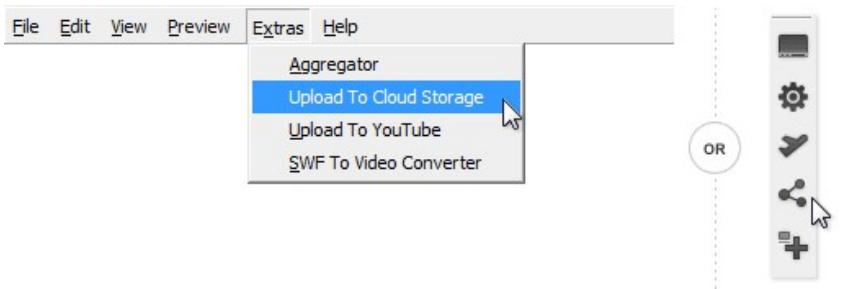
If you click the 'Share' button from the Thumbnail view, Demo Builder will build the mp4 file of your current movie. Once completed, you will be able to select the desired cloud storage location.
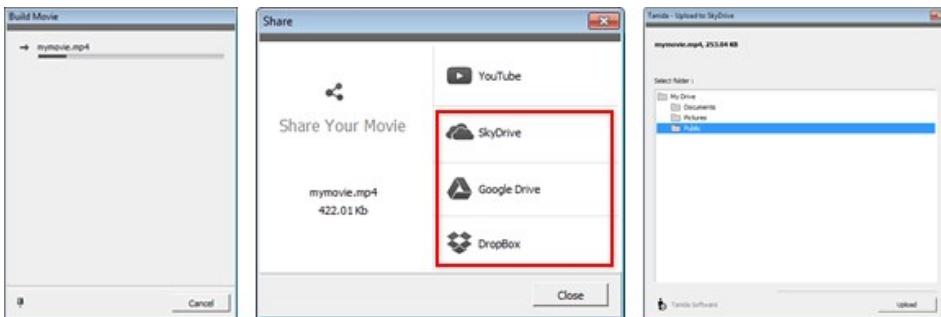
Once uploading is complete, a link (to download, share or view) will be provided to you to the uploaded movie.

See also

Aggregator
Upload To YouTube
SWF To Video Converter

Upload To YouTube

With Upload to YouTube tool, you can upload your movies to YouTube.

To launch the Upload To YouTube tool, select from the Demo Builder main menu 'Extras', followed by the 'Upload To YouTube' menu item. You can also click the 'Share' button from the Thumbnail View.

If you click the 'Share' button from the Thumbnail view, Demo Builder will build the mp4 file of your current movie. Once completed, you will be able to "YouTube" as the desired destination.
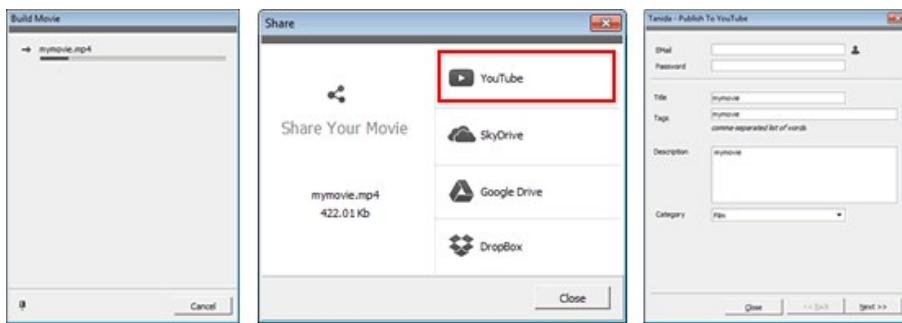
Once uploading is complete, the following will be provided to you: (depending on selection)

- a view link to the YouTube video OR
- the html code needed to embed the YouTube video into your html page

See also

Aggregator
Upload To Could Storage
SWF To Video Converter

SWF To Video Converter

With SWFToVideo tool, you can convert your swf files created by Demo Builder to video format.

To launch the SWFToVideo tool, select from the Demo Builder main menu 'Extras', and then the 'SWFToVideo' menu item.
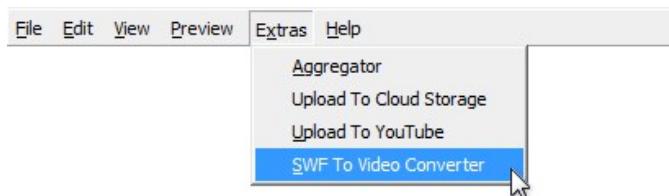
Once you have finished recording your swf file, you can export it in AVI, MP4 or WMV format. You may then modify the corresponding options as necessary. Moreover, you may also upload the video to YouTube directly from the SWFToVideo converter.

See also

Aggregator
Upload To Could Storage
Upload To YouTube

FAQ

The 'FAQ' section includes answers to common questions, 'tips and tricks' and solutions to difficulties that users have previously encountered.

License   Edit   Interactivity   Export

See also

Welcome
Introduction
Create new movie
Record the screen
Movie
Scenes
Cursors
Tools
Timeline
Transformations
Interactivity
Add voice-over narration
Security
Auto
Export
Miscellaneous
Extras
Contact

License

Can demonstrations and tutorials that I have created with a fully licensed version of Demo Builder be sold and freely distributed by me?

Any exported movies, demonstrations, tutorials and so forth that you have made with a fully licensed version of Demo Builder are considered to be your own (intellectual) property. You are free to sell and/or distribute your own exported works as you desire.

I just purchased Demo Builder. How do I get the program and install it?

To install the full version of Demo Builder, please follow these steps:

1. Go to the customer area and enter the email and the password you received at the time you purchased Demo Builder.
2. Download the program and license key file. Remember to put both files in the same folder after downloading them.
3. Begin the setup process and follow the instructions on screen.

I have purchased the full version. Will I still be able to use the samples I have already created?

The movies, demonstrations and tutorials that you have created with a trial version of Demo Builder will still be fully usable. Opening and re-exporting these samples with a fully licensed version of Demo Builder will also remove the watermark from these movies.

What do I need to do with license key file ?

You do not have to open or view the product license key file. You must only save it in the same folder as the setup files of the full version of Demo Builder.

In this manner, Demo Builder's setup process will automatically locate it and you will not be asked for it. Should the product key not be co-located with the setup files, you will be asked to provide the correct path to the license key file during the installation process.

See also

Edit

How do I remove the 'info' button from the PlayerBar?

The PlayerBar Information button can be removed (hidden) from your frame/movie by clicking on the PlayerBar button in the movie's properties panel. Deselect the Info Button checkbox.

How can I change the details shown in the movie's 'info' panel?

Go to the Thumbnails View of the movie. In the Movie Properties bar, click on the double downward pointing arrows button to the immediate right of the movie's title. This will open a panel in which you can enter the details you want shown in the 'info' panel.

Can users pause my movie during playback? How?

With Demo Builder's PlayerBar, your users can have full control of the movie's playback (e.g. Pause/Play, Stop, Rewind).

What is 'Preloader'?

If you export a movie with 'Preloader' checked, the movie will load fully before it commences playing.
To employ this feature, check the 'Preloader' button from the Start-End options in the Movie Properties panel.

How do I get the mouse cursor to change to the 'hand' when over a Click Zone?

Select the relevant Click Zone object and click on the Hand Cursor button on the Click Zone Property panel (top of screen).

Can I translate my movie captions for international distribution?

New in Demo Builder Version 5.0, the Localize Wizard allows you to update the language in your movies for international distribution. Use the Localize Wizard to export your movies' caption text (found in balloons, notes, text boxes and so forth) to a Word Document, update this with text in the desired language and then import it back into your movie. Start by selecting "Localize" from Demo Builder's File menu to bring up the Localize Wizard and then follow the wizard's simple steps.

What is AutoCalculate Time/Size?

Two additional options for objects have been introduced in Demo Builder Version 5.0 to make it even easier to create professional looking demonstrations and tutorials quickly.

1. AutoCalculate Size
   Automatically size your text area to fit the amount of entered text.
2. AutoCalculate Time
   Automatically adjust the timing in the Timeline based on the 'Reading Speed' property in Preferences.

See also

Interactivity

How do I create a transparent button?

A transparent button can be a simple Click Zone object. You should activate the 'Hand Cursor' to indicate to the user where the button is located and that some action is available or required from him or her.

How do I play audio when an event occurs?

Each of Demo Builder's interactive objects (Button, Click Zone, Edit Zone) have events that are triggered by users' actions. To play audio when these events occur, simply select the relevant interactive object and follow these steps:

1. From the TimeLine (bottom of screen), select the event that the audio is to be added to and choose when this will be played. (For example, the On Pass event of the Edit Zone object).
2. Add the desired audio clip to be played within the event in the same manner as you add audio to a frame. (See here for further details).
3. Repeat as desired for any other events/objects.
4. Preview, test and amend if necessary.

Note: Each individual Event has its own TimeLine to define the separate sequencing of display and behaviours for that event.

See also

License
Edit
Export

Export

Is the Adobe Flash Player plug-in required to view my demos(Flash format)?

The Adobe Flash Player plug-in is required to view a SWF file. Please note that the browser will automatically try to download and install this if it is not already present. The user will only have to confirm the installation of the plug-in.

Almost 99% of browsers already have the Adobe Flash Player installed.
See this survey for more information : http://www.adobe.com/products/player_census/flashplayer/

What is needed to distribute my movies? On the web? On CD?

To share your movies over the web, you will need the SWF file and the HTML file that was created along with it.

To distribute the movies on CD, you will need the EXE file and (optionally) the 'autorun.inf' file that were created when the movie was exported in Standalone format. The autorun.inf file is only required if you want the movie to play automatically when the CD is inserted into the drive.

For movies burned to CD, how do I add 'autoplay' so that movie playback starts automatically when the CD is inserted in the player?

When you export and burn a movie to CD in Standalone format, check the 'Create autorun' for CD option. The movie will be created along with a file named 'autorun.inf' that you must include on the CD with the movie (*.exe) file in order for the movie to start automatically upon insertion in the CD drive.

Produced H264/SWF Flash plays on local computer, but not from server.

You may need to update the server's MIME types to support the MP4 format. The following instructions walk through configuring IIS and Apache for the MP4 MIME type.

Internet Information Services (IIS) 7

1. Open IIS Manager
2. Click on the computer name of the server
3. Double click on MIME Types.
4. Select Add from the right and enter in Extension: .mp4 and MIME Type: video/mp4.
5. Right click on Default Web Site > Stop.
6. Right click on Default Web Site > Start.

Internet Information Services (IIS) 6

1. Open IIS Manager
2. Access computer name of the server > HTTP Headers > MIME Types.
3. Click on New and enter in Extension: .mp4 and MIME Type: video/mp4.
4. Right click on Default Web Site > Stop.
5. Right click on Default Web Site > Start.

Apache

1. Locate and open Mime.types file (normally contained within /etc/httpd/conf/) in an text editor.
2. Add a new line to this file of video/mp4 .mp4
3. Save file and restart Apache.

See also

License
Edit
Interactivity

Contact

Founded in 2000, **Tanida Software** is an Information Technology company, developing e-learning software for home and office use. Tanida's clients include thousands of corporate, government, academic organizations and many individual users worldwide who use their software to quickly create rich, interactive learning content resources. The company currently offers two premier products, Demo Builder and Quiz Builder, that enable learning professionals and subject-matter experts to create e-learning tutorials, demos, quizzes and tests.

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Index